NICK ENGELL

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Pursuing a gameplay programming internship position to further my education and critical job skills for future full-time employment opportunities. Available May-August 2021

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY, ROCHESTER NY

MASTER OF SCIENCE IN GAME DESIGN & DEVELOPMENT

BACHELOR OF SCIENCE IN GAME DESIGN & DEVELOPMENT MAY 2022

GPA: 3.83

SKILLS

Languages

- C# (4 years)
- C++
- Java
- Python
- HTML
- CSS
- Javascript

Software / Libraries

- Unity
- Visual studios
- Jira
- OpenGL
- Maya
- Git
- tModLoader API
- Unreal

PROJECTS

Cooked to Catastrophe! (Academic Project) Sep. 2020 – Dec. 2020

- Worked as a lead programmer of an agile development team of 6 members
- Planned and executed game development elements including sprint planning, standup meetings, and sprint retrospectives
- Developed a cooking game for android in Unity that focused on teaching players how to cook
- Actively used Jira as primary task board

Mispel (Personal Project) Nov. 2019 – current

- Primary developer for a 2D action adventure game with Super Smash Bros. inspired combat
- Collaborated with a Game Designer, Artist/Animator, and a Music/SFX producer
- Developed a fully functional life like boss AI that determines the best attack pattern on the fly
- Created in Unity using C# and various beta features such as the Unity Input System for multiple rebindable controllers
- Designed and developed scripts that are expandable and flexible, allowing for easy creation of new content

Cardfight Vanguard Simulator (Personal Project) Mar. 2018 - current

- Actively developing a simulator of a popular trading card game called Cardfight! Vanguard
- Functioning automatic simulator with a basic opposing AI
- Programmed all scripts from scratch in Unity
- Well commented and organized code

EXPERIENCE

COMPUTER APPLICATIONS DEVELOPMENTAL INTERN, NYPA Jun. – Aug. 2019

MARCY NY

- Developed Windows applications in C# using Visual Studios, increasing worker productivity by over 30%
- Created a time tracking application linking workers project logged times with their timesheets, improving accounting accuracy by 50%
- Designed an online user-friendly grid database application integrating electrical power bids with pertinent information, reducing manpower while increasing worker proficiency by 20%

ACTIVITIES

Member of the RIT swim team Sep. 2017 – Oct. 2018

- Committed 20 hours per week to practice and competition while maintaining full academic course load