

Nick Engell

✉ Nick.Engell.MS@gmail.com 🌐 Portfolio: <https://nwe4309.github.io/> ☎ (315) 559-3062

+ SUMMARY

Recent graduate from RIT with 8+ years of experience programming and logic problem solving. Experienced with team projects that utilized scrum and agile methods of development. Proficient in designing and creating software from scratch, and creating from a pre-defined plan.

+ EMPLOYMENT

Golisano Institute for Sustainability Rochester, NY
Django Web Development Co-op May 2021 to Aug. 2021

- Created Django based front-end website to make a python based process assessment for industrial robots service more user friendly.
- Created admin based access to database and user specific saved assessments using Django credential tools.
- Programmed functionality for database of user generated assessments to be automatically updated and saved.

New York Power Authority Marcy, NY
Computer Applications Developmental Intern June 2019 to Aug. 2019

- Developed Windows applications in C# using Visual Studios, designed to increase worker productivity.
- Created a time tracking application linking workers project logged times with their timesheets, designed to improve accounting accuracy.
- Designed an online user-friendly grid database application integrating electrical power bids with pertinent information, ideally reducing manpower while increasing worker proficiency.

+ AWARDS

Rochester Institute of Technology · Apr. 2022
IGM Showcase – Technical Excellence – Winner
My capstone game The Shattering Swords won the Technical Excellence award at the IGM showcase competition

Rensselaer Polytechnic Institute · Apr. 2022
RPI Gamefest – Technical Excellence – Finalist
My capstone game The Shattering Swords was a finalist in the Technical Excellence award at the RPI Gamefest competition

+ ACTIVITIES

Swimming · Member of the RIT swim team Sept. 2017 to Oct. 2018
• Committed 20 hours per week to practice and competition while maintaining full academic course load

+ EDUCATION

Rochester Institute of Technology Aug. 2017 to May 2022
Bachelor of Science Game Design & Development 2022
Master of Science Game Design & Development 2022
Summa Cum Laude, GPA 4.0

+ PROJECTS

The Shattering Swords (Capstone Project) Feb. 2021 to May 2022
• Third-person melee combat game designed and developed over the course of a year with a talented team of five developers and six artists that evolved over time.
• Main personal contribution was the creation of the boss fight, with heavy focus on the AI behavior of the boss.

+ SKILLS

PROGRAMMING LANGUAGES

C# (5 years)
C++
Java
Python
HTML
CSS
Javascript

SOFTWARE / LIBRARIES

Unity
Visual Studios
Maya
Git
MySQL
Jira
tModLoader API
OpenGL
Unreal