NICK ENGELL

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Talented and enthusiastic game developer looking to be an asset to Rockstar Games. Pursuing a full-time gameplay programming position in the gaming industry so that I may provide my graduate schooling and expertise.

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY, ROCHESTER NY
MASTER OF SCIENCE IN GAME DESIGN & DEVELOPMENT
BACHELOR OF SCIENCE IN GAME DESIGN & DEVELOPMENT   MAY 2022
GPA: 3.85

SKILLS

Languages

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

Software / Libraries

- Unity
- Visual studios
- Jira
- OpenGL
- Django
- Git
- MySQL
- Unreal

PROJECTS

The Shattering Swords (Capstone)   Feb. 2021 - current
- Actively developing a 3rd person 3D melee combat game in Unity
- Heavy focus on gameplay programming and boss AI
- Regularly employ scrum and agile elements such as standups, sprint planning, and sprint retrospectives
- Well documented and organized code

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 re-bindable controllers
- Designed and developed scripts that are expandable and flexible, allowing for easy creation of new content

EXPERIENCE

COMPUTER APPLICATIONS DEVELOPMENTAL INTERN, NYPA   Jun. – Aug. 2019
MARCY NY
- Developed Windows applications in C# using Visual Studios, increasing worker productivity
- Created a time tracking application linking workers project logged times with their timesheets, improving accounting accuracy
- Designed an online user-friendly grid database application integrating electrical power bids with pertinent information, reducing manpower while increasing worker proficiency

DJANGO WEB DEVELOPMENT CO-OP, GOLISANO INSTITUTE FOR SUSTAINABILITY   May. – Aug. 2021
HENRIETTA NY
- Converted existing Jupyter Notebook application into a working front-end website
- Implemented a functioning user creation system and login that connected to a MySQL database
- Helped design new layouts and developed a functioning questionnaire that stored data per user

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