Nicholas Taveras

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(484) 651-2374 | Reading, PA (Willing to Relocate)

SKILLS & INTERESTS

Skills: C#, Unity 3D/2D, C++, Unreal Engine, JavaScript, Python, Node, React, HTML5, CSS3, Node.js, 3D Math, Physics, 2 years Game Development, 3 years Software Development, OpenGL, Github, Atlassian Suite, Visual Studio, Postgresql, MySql, Perforce, FMOD, AWS, AGILE Software Development, Data Structures & Algorithms

Projects

Sad Ogre Studios - Psyche (Unity)   **Remote, US**
Game Developer   August 2023 - December 2023
- Implemented a robust save/load system for player progress.
- Designed a user-friendly pause menu with sound, video, and control options.
- Created a comprehensive player menu with classes, achievements, memories, and quest journal.
- Boosted game performance by 300% through strategic implementation of occlusion culling, profiler analysis, baked lighting, batching techniques, and optimized code for a seamless gaming experience.
- Implemented a Class Swap Wheel for dynamic class swapping and integrated FMOD Studio for adaptive audio.
- Created an Event Driven Quest System involving quest points, rewards, steps, prerequisites, states, map and a menu

Prime Androids - Thief's Fortune (Unity)   **Remote, US**
Game Developer   *August 2022 - November 2022*
- Implemented engaging AI behaviors, pathfinding, and combat tactics in Unity and C# for dynamic enemies.
- Managed the inventory system, handling item spawning, effects, and overall item management.
- Designed and implemented realistic weapons, such as swords, pistols, and cannons, using Unity and C#.
- Utilized 3D Math and Physics to craft lifelike player movement and interactions.
- Collaborated to create seamless and immersive gameplay, featuring player abilities and environmental interactions, while continually iterating and enhancing game mechanics for a polished end product.

PROFESSIONAL EXPERIENCE

Queen3 Games   **Remote, US**
Lead Game Developer   January 2024 - Present
- Led design of an Idle Clicker game, enhancing user progression and in-game purchases through a scalable currency system.
- Developed a shop system with four currency types, significantly increasing user engagement and monetization.
- Implemented In-App Purchases and targeted ads, boosting revenue streams and player retention.
- Created engaging Slot Machine and Card Pack features, enriching player experience and rewards.

Raymour and Flanigan's Furniture   **Wyomissing, PA**
Store Support   September 2022- September 2023
- Provided customer service by resolving customer inquiries and complaints in a timely and professional manner.
- Collaborated with the sales team to manage inventory levels and ensure products were available for customers.
- Maintained store appearance and cleanliness to enhance the shopping experience for customers.
- Contributed to a positive and collaborative team environment by supporting fellow associates, sharing knowledge and resources, and participating in team meetings and training.

United States Air Force   **Lackland AFB, TX**
Tactical Air Control Party (TACP) - E2   April 2020 - May 2020
- Served for a short period of time due to Injury
- General Discharge

EDUCATION

Full Sail University   **Winter Park, FL**
B.S. Game Development   *Graduated: December 2023*
GPA: 3.62

General Assembly   **Remote, US**
Certificate Software Engineering   *Graduated: March 2021*