

Nicholas Taveras

taveras123n@gmail.com | <https://www.nicholastaveras.com> | <https://www.linkedin.com/in/nicholastaveras/>
(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