

Nick Cummings

nick@nickcummings.com • whymog.net • linkedin.com/in/nickcummings

Portland, Oregon

EXPERIENCE

Freelance, Portland, Oregon

Independent Game Developer • February 2014 – Present

Software Engineer (volunteer), Helping Hands • May 2020 – Present

Part-time Faculty, Portland Community College • August 2019 – Present

- Director of *Trash the Planet*, a story-driven strategy game about capitalism, ecology, and raccoons; manage a team of artists and designers
- Volunteer software engineer for Helping Hands, a nonprofit COVID-19 help network
- Developed ten new courses in programming and arts as a curriculum designer for Portland Community College's creative coding and game development programs

Instrument, Portland, Oregon

Senior Developer • November 2018 – August 2019

- Designed and developed key systems in two Unity VR apps for the NBA and NFL
- Worked with clients and directors to plan, build, and ship native and web-based technical projects
- Mentored junior and mid-level developers in code standards and documentation

Squarespace, Portland, Oregon

Software Engineer • November 2017 – November 2018

Support Tools Developer • June 2016 – November 2017

Design & Development Specialist • February 2015 – June 2016

- Developed and maintained full-stack business apps that enable Customer Operations and Finance teams to serve millions of customers
- Co-founded Internal Operations team; established code standards, design patterns
- Co-created and taught Code Camp, a six-week bootcamp teaching first-time programmers how to develop full-stack web applications

Facebook, Austin, Texas

User Operations Specialist • September 2012 – September 2013

User Operations Analyst • March 2011 – September 2012

- Developed automated systems to find and remove millions of fake accounts
- Analyzed data and conducted user studies to develop a proactive and transparent memorialization process for deceased users
- Wrote and maintained a large library of high-traffic Help Center guides

EDUCATION

University of Oregon, Eugene, Oregon — *B.A., Journalism*

Robert D. Clark Honors College, Eugene, Oregon

SEPTEMBER 2004 – JUNE 2008

- B.A., Journalism; minors, Digital Arts and Communication Studies
- Thesis: *The Uses and Gratifications of Communication in Virtual Spaces*

SKILLS

Full-stack web app design and development

Unity game/app development

VR and AR app development

Technical project management

Narrative game design

2D and 3D asset creation and animation

Teaching, mentorship, speaking

LANGUAGES & FRAMEWORKS

JavaScript – React/Redux, Vue.js, Node.js, TypeScript

Python – Django, Flask

C# – Unity

Databases – PostgreSQL, MongoDB

Deployment – Docker, Kubernetes, Bamboo, GitHub

TOOLS & METHODOLOGIES

Project Management — Agile & Scrum, Jira, Trello, Asana

Narrative Design — Twine, Fungus, Ink

Art Asset Creation — Adobe Creative Suite, Blender

Visual Design — Sketch, Figma

Music — GarageBand, Logic

Analytics — Unity, Google