Nick Cummings

he/him

Creative game and software developer with a talent for crafting compelling experiences, building multidisciplinary teams, and empowering others

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Portland, Oregon, United States

EXPERIENCE

Freelance Game Developer, Portland, Oregon, United States

Independent Game Developer • February 2014 – Present
Part-time Faculty, Portland Community College • August 2019 – February 2020

• Designed and developed *Trash the Planet*, a narrative resource-management game
  • Led a small team of designers, artists, musicians, and writers through the 18-month life cycle of the project, from a game-jam prototype to a multi-hour released product
  • Designed and programmed the full game with mechanics that evolve over time
  • Played more than 65,000 times with a 4.8/5 review average on itch.io
  • Featured on *Waypoint Radio, Warp Door*, *Game Curator*, *Dystopeek*, and more
• Built and improved front- and back-end systems for a live-service multiplayer game
• Designed ten new courses for Portland Community College's game dev curriculum
• Created *Skeal*, a micro-game that is now a "holiday tradition" at *Rock Paper Shotgun*

Booking.com, Amsterdam, the Netherlands

Software Engineer • September 2022 – July 2023

• Developed and maintained an internal strategic architecture mapping tool
  • Created front-end application using internal component and style libraries
  • Built initial prototype into a full-stack application with live data and share features
  • Established and refined UX/interaction patterns, including local and remote state management and fully custom keyboard, mouse, and trackpad controls
• Developed and prepared to launch a new homepage video carousel unit featuring dynamic social media content in order to increase engagement and boost bookings

Zapier, Portland, Oregon, United States (Remote)

Support Systems Engineering Manager • August 2020 – August 2021

• Established, hired, and managed a team of three full-stack engineers who designed, programmed, and launched key internal and user-facing tools and APIs
• Led technical systems migration from Help Scout to Zendesk; defined requirements for internal tools and APIs; launched on schedule with no downtime or outages
• Owned the team's roadmap and goals; led sprints and retros to improve efficiency

Instrument, Portland, Oregon, United States

Senior Software Engineer • November 2018 – August 2019

• Worked with clients and directors to plan, build, and ship web and VR applications
  • Developed playback, interaction, and social features for NBA and NFL VR apps
  • Developed and launched brand pages for companies like Twitch and Facebook
• Mentored junior and mid-level developers with a focus on code quality, sprint planning, and technical documentation

SKILLS

Unity game and app development

Narrative and systems-driven game design

Full-stack web app design and development

Technical project management

Managing and growing multidisciplinary teams

Teaching programming and game development skills

LANGUAGES & FRAMEWORKS

C# – Unity

JavaScript – React, Node.js, TypeScript, Vue.js, Cytoscape.js

Python – Django, Flask

TOOLS & METHODOLOGIES

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

Visual Design – Sketch, Figma

Narrative Design – Twine

Source Control Management – GitHub, GitLab, Bitbucket

Cloud Services – Amazon Web Services, Microsoft Azure PlayFab

Containers – Docker, Kubernetes

Music & Audio – GarageBand, FL Studio, Audacity

Art Asset Creation – Adobe Creative Cloud, Blender, Procreate, Aseprite

Analytics – Google, Unity

Squarespace, Portland, Oregon, United States

Software Engineer • November 2017 – November 2018
Support Tools Developer • June 2016 – November 2017
Design & Development Specialist • February 2015 – June 2016

• Developed internal business apps that enabled teams to serve millions of customers
• Established Support Tool Developer role and team; owned Help Center and support email/live chat intake features; later co-founded Support Systems Engineering
• Co-created and taught Code Camp, a six-week full-stack programming bootcamp

Facebook, Austin, Texas, United States

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
• Improved account memorialization policies and support process by analyzing thousands of interactions, conducting user interviews, and measuring satisfaction
• Wrote and revised top Help Center articles to dramatically reduce incoming tickets

VOLUNTEERING

Helping Hands, Portland, Oregon, United States (Remote)

Software Engineer • April 2020 – July 2020

• Front-end developer for Helping Hands, a nonprofit COVID-19 support network
• Designed and maintained public-facing website; ensured contact channels and key information were up-to-date and accessible

Portland Indie Game Squad, Portland, Oregon, United States

Volunteer and Speaker • October 2018 – March 2020

• Conducted a workshop to introduce non-programmers to git and GitHub
• Presented at two Talent Talks events: "What Is an Interface?" and "Making Interactive Fiction Games with Friends"
• Assisted with setup and teardown at game jams, showcases, and other events

EDUCATION

University of Oregon, Eugene, Oregon, United States — *B.A., Journalism*
Robert D. Clark Honors College, Eugene, Oregon, United States

September 2004 – June 2008

• B.A., Journalism; minors, Digital Arts and Communication Studies
• Thesis: *The Uses and Gratifications of Communication in Virtual Spaces*
• Associate Editor for *Flux Magazine*; managed multiple story teams
• Dean's List, winter 2008