Nick Cummings *he/him*

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Portland, Oregon, United States

EXPERIENCE

Freelance, Portland, Oregon, USA

Independent Game Developer • February 2014 – Present
Software Engineer (volunteer), Helping Hands • April 2020 – July 2020
Part-time Faculty, Portland Community College • August 2019 – February 2020

• Designed and developed *Trash the Planet*, a narrative resource-management game
• 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
• Front-end developer for Helping Hands, a nonprofit COVID-19 support network

Booking.com, Amsterdam, the Netherlands

Software Engineer • September 2022 – July 2023

• Designed, built, and maintained an internal strategic architecture mapping tool
• Developed front-end application using internal component and style libraries; established and refined UX/interaction patterns; automated tests and deployment

Zapier, Portland, Oregon, USA (Remote)

Support Systems Engineering Manager • August 2020 – August 2021

• Managed a team of full-stack engineers and oversaw its roadmap, sprints, and goals
• Designed, programmed, and launched key internal and user-facing tools and APIs

Instrument, Portland, Oregon, USA

Senior Software Engineer • November 2018 – August 2019

• Worked with clients and directors to plan, build, and ship web and VR applications
• Mentored junior and mid-level developers with a focus on code quality, sprint planning, and technical documentation

Squarespace, Portland, Oregon, USA

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
• Co-created and taught Code Camp, a six-week full-stack programming bootcamp

Facebook, Austin, Texas, USA

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 system through data analysis and user interviews

EDUCATION

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

September 2004 – June 2008

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

SKILLS

Unity game/app development

Full-stack web app design and development

Narrative and systems-driven game design

Technical project management

Managing and growing multidisciplinary teams

Teaching, mentorship, speaking

LANGUAGES & FRAMEWORKS

C# – Unity

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

Music & Audio – GarageBand, FL Studio, Audacity

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

Analytics – Google, Unity