

Nick Engell

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+ SUMMARY

Recent MS GDD graduate from RIT with 8+ years of experience programming and logic problem solving. Experienced with team projects that utilized Scrum and agile methods of development. Proficient in designing and creating software from scratch, and creating from a predefined plan.

+ EMPLOYMENT

Golisano Institute for Sustainability Rochester, NY

Django Web Development Co-op May 2021 to Aug. 2021

- Created Django based front-end website to make a python based process assessment for industrial robot service more user friendly
- Created admin based access to database and user specific saved assessments using Django credential tools
- Programmed functionality for database of user generated assessments to be automatically updated and saved

New York Power Authority Marcy, NY

Computer Applications Developmental Intern June 2019 to Aug. 2019

- Developed Windows applications in C# using Visual Studios, designed to increase worker productivity
- Created a time tracking application linking workers project logged times with their timesheets, designed to improve accounting accuracy
- Designed an online user-friendly grid database application integrating electrical power bids with pertinent information, ideally reducing manpower while increasing worker proficiency

+ AWARDS

Rochester Institute of Technology Apr.

IGM Showcase - Technical Excellence - Winner 2022

My capstone game The Shattering Swords won the Technical Excellence award at the IGM showcase competition

Rensselaer Polytechnic Institute Apr.

RPI Gamefest - Technical Excellence - Finalist 2022

My capstone game The Shattering Swords was a finalist for the Technical Excellence award at the RPI Gamefest competition

+ ACTIVITIES

Swimming - Member of the RIT swim team Sept. 2017 to Oct. 2018

- Committed 20 hours per week to practice and competition while maintaining full academic course load

+ EDUCATION

Rochester Aug. 2017

Institute of to May

Technology 2022

Bachelor of Science Game Design & Development 2022

Master of Science Game Design & Development 2022

Summa Cum Laude, GPA 4.0

+ PROJECTS

The Shattering Feb. 2021

Swords (Capstone to May

Project) 2022

- Third-person melee combat game designed and developed over the course of a year with a talented team of five developers and six artists that evolved over time
- Large focus on agile Scrum methods with regular team meetings
- Main personal contribution was the creation of the boss fight, with heavy focus on the AI behavior of the boss

+ SKILLS

In order of proficiency

PROGRAMMING LANGUAGES	SOFTWARE / LIBRARIES
C# (5+ years)	Unity (5+ years)
Javascript (3)	Git (4)
HTML (3)	Bootstrap 5 (2)
CSS (3)	Jira (1)
C++ (2)	Maya (1)
Python (2)	tModloader API (1)
Java (2)	MySQL (0.5)
	OpenGL (0.5)
	Unreal (0.5)