

NICHOLAS CONNELL

PROGRAMMER / GAME DEVELOPER

CONTACT

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EDUCATION

DUAL DIPLOMA (SCREEN AND MEDIA, INFORMATION TECHNOLOGY)
AIE
2021

ADVANCED DIPLOMA IN PROFESSIONAL GAME DEVELOPMENT
AIE
2022

SOFTWARE EXPERIENCE

Unity
C#
Visual Studio
Perforce
Trello

KNOWLEDGE

Unreal Engine 4
C++
GitHub
SDL2
Raylib

PHYSICS PROGRAMMING

Created my own 2d Physics Engine with collision, gravity, rotation, and springs and soft bodies.

GRAPHICS PROGRAMMING

Used OpenGL to render 3D objects with directional and spot lights, and post processing effects such as blur, as well as particle effects.

SUMMARY

Hi, I'm Nick, a hardworking and self-motivated programmer with experience in Unity and C#, and background knowledge in Unreal and C++. I am looking for a job in the industry as a gameplay programmer.

PROJECT EXPERIENCE

THE HEART OF THE FOREST

AIE | 2022

'The Heart of the Forest' is a 2.5D adventure platformer made with a team of 11 people in Unity. We used scrum methodology, with the help of Trello to develop this game over the course of 15 weeks, going through the game development process from Alpha, all the way to Gold.

- Made with Unity and C#, online project using perforce.
- My main role was creating the enemy and NPC AI using a modular finite state machine, and A-Star as the pathfinding algorithm. I also made the parallax system.
- I worked closely with the designers and artists to help them set up and understand how to use some systems.

BEAT STREET

AIE | 2022

'Beat Street' is a VR first person rhythm endless runner where you play the drums with a beat to avoid cars on a highway. This project was built over the course of 4 weeks with a team of 3 people, and was a great learning experience for VR game development.

- Made in Unity with C#.
- My roles were all the minor systems such as the drum controls, movement, object interaction, pause and main menu implementation, UI controls, and haptic and player feedback.

PATHFINING APPLICATION

AIE | 2021

A 1-week personal project I made to further my understanding of grid-based pathfinding. At the time, C++ was fairly new to me, so I took it upon myself to understand its concepts, and learn SDL2 at the same time.

- Made with C++ in SDL2.
- Includes multiple algorithms such as A-Star, Dijkstra, Breadth first search and Depth first search.
- Includes a grid-based app, where you can draw a start and end point with walls, and shows a live search of every node in the list being checked.