

# Nicholas Eckstein

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## Summary:

A dedicated game developer with professional experience in Unity and C#. Proficient in C and C++ programming with strong emphasis on 3D math. Experience in collaborating with diverse teams across multiple projects. Passionate about creating engaging gameplay experiences and constantly striving for technical innovation.

## Skills:

Programming:

C, C++, C#

Technologies:

Visual Studio, Unity, Source Control (Git, SVN, Mercurial),

VR Development (Meta Quest, HTC Vive, Valve Index)

## Education:

Champlain College, Burlington VT

Completed coursework includes: Game Architecture, Data Structures & Algorithms, AI For Games, Computer Architecture

## Work Experience:

Associate Software Engineer at WIMO Games (Engine: Unity) (May 23rd 2022 to November 4th 2022)

- Worked as an Associate Software Engineer using the Unity Game Engine on the game RPG Dice: Heroes of Whitestone, primarily handling player interactions through UI using C#.

Interactive Developer at Trivium Interactive (Engine: Unity) (June 7th 2021 - May 20th 2022)

- Served as an Interactive Developer using the Unity Game Engine, collaborating with artists and programmers on multiple projects.

## Relevant Coursework and Projects, Champlain College:

Computer Architecture

- Wrote a flocking algorithm in x86 64 masn using SFML to handle the graphics. Gained insight into efficient code practices and behind-the-scenes processes.

Data Structures & Algorithms

- Analysed trends in casualties and survivor statistics from the Titanic using the “Apriori Algorithm” written in C++ with a team of 4 other students.

## Game Projects:

Lymantria Dispar (Engine: Unity)

- Developed a first-person, atmospheric, survival horror game set in the woods in Unity and C#. Implemented procedurally generated maps and AI pathfinding. Created tools for designers to customize map generation and story elements.

Astral Boxing (Engine: Unreal)

- Developed a third-person exploration game in Unreal. Implemented a tool for designers to create different AI behaviors for the ghost character. Learned and leveraged Unreal Engine for game development.