

## **Nicolas William Kent**

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### **Career Objective**

- Engaging position utilizing my programming skills in a team environment to create innovative products

### **Work Skills**

- Languages: 8 years experience C++, 2 years experience C#, Familiar with C, MySQL
- Applications: Unity3d, Microsoft Visual Studio 2005-2010, 3d Studio Max 8-2010, Adobe Photoshop 7-CS4, Cygwin, OpenOffice, OpenGL, Simple Direct Medialayer (SDL) API, SVN

### **Employment History**

- **Bigpoint GMBH – San Francisco, CA**
  - Gameplay Programmer: August 2010 – June 2011.
  - Worked on a high end arena-combat browser game in Unity3d
  - Developed gameplay, user interface backend, MySQL database work, Art tools
- **Qwrkii – San Francisco, CA / Seattle, WA**
  - Game Programmer / Scripter / Game Designer: April 2009 - March 2010.
  - Worked as part of 3 person start-up to develop iPhone puzzle game title: Kubrik
  - Developed gameplay, user interface, game objects.
- **Factor 5, San Rafael, CA (Company Closed)**
  - Game Content Programmer: June-December 2008
  - Worked as part of a 5 person team to develop game content for PS3/360/Wii AAA game title.
  - Implemented graphical and behavioral systems for a first person interface in C++.
  - Worked with design staff and QA to test and prove systems.

### **Personal Project Experience**

- **Aki game engine**
  - Designed and implemented 3D game engine using the Simple DirectMedialayer (SDL) api.
  - Built custom GUI for usage in design tools and games.
  - Developed tools to import models from Autodesk's FBX format.
- **“Ping” - An original 3D game built in Aki engine**
  - Built 3D space shooter “Ping.exe” using the Project Tara game engine.
  - Designed to showcase graphical effects in the Aki engine
  - wrote 360 degree path finding inside the level structure.
  - Proved the physics engine and model format.
  - Designed a 3<sup>rd</sup> person camera.
  - Algorithmically generated 3D universe.
  - Recorded voice-overs.

### **Education**

- BS Applied Physics, University of California at Santa Cruz, 2008.
- Senior thesis on water simulations in video games. Focused on the process of taking real physics equations and tailoring them for use in a real time application
- Studied and worked as TA in video game design program
- Studied in algorithms, data structures and AI in computer science department.

### **Programming samples & References available on request**