

# Nicholas Mack

## GAME DEVELOPER

Phone: 715-570-9744 E-mail: nichmack@gmail.com Website: www.nichmack.com

### VISUAL PROGRAMMING SKILLS

- Experienced with small game programming
- Experienced with shader languages (GLSL, HLSL)
- Well practiced in checking for errors and debugging code
- Able to write advanced queries in SQL

### TECHNOLOGIES

- Microsoft Visual Studio (C++, C#)
- Unity 3D (C#, Java)
- UDK (UnrealScript, Kismet)
- Web scripting in CSS and HTML
- Autodesk Maya
- Photoshop

### EXPERIENCE

#### Campaign Technology Specialist

**Healthgrades**                      **Madison, WI**                      **September 2015 - Present**

- Write advanced SQL queries to gather optimal patient data for clients
- Collaborate with coworkers and clients to reach desired solutions

#### Test Associate

**Experis**                                      **Portland, OR**                      **July 2014 - July 2015**

- Analyze gameplay and search for bugs to report to the game developers
- Coordinate with team to thoroughly test the title
- Experience a game's life cycle from conception to completion
- Credited as a tester for *Sunset Overdrive* (Xbox One) and *Screamride* (Xbox 360, Xbox One)

#### Game Developer

**Global Game Jam 2014**                      **Portland, OR**                      **January 2014**

- Worked with a small team of programmers to design and develop a game within 48 hours
- Wrote scripts in C# using the Unity 3D game engine

#### Game Production

**Art Institute of Portland**                      **Portland, OR**                      **Fall 2013**

- Programmed game rule mechanics using UnrealScript in the Unreal Development Kit
- Collaborated with a full team of programmers, artists and designers

#### Intern

**Intel**    **Hillsboro, OR**                      **July 2013 - December 2013**

- Coordinated with Open Source Graphics team to help develop graphics drivers for Linux
- Wrote tools in Piglit to test the Mesa framework

#### Tutor

**Art Institute of Portland**                      **Portland, OR**                      **September 2012 - December 2013**

- Tutored students in the subjects of Computer Science and Math
- Served as an in-class tutor for a variety of programming classes

#### 2D Game Production

**Art Institute of Portland**                      **Portland, OR**                      **Spring 2013**

- Programmed game states and mechanics using Impact, a JavaScript game engine
- Collaborated with a full team of programmers, artists and designers

### EDUCATION

**Bachelor of Science, Visual and Game Programming**                      **Graduated December 2013**

The Art Institute of Portland

**Bachelor of Science, Art- Liberal Arts**

University of Wisconsin- Eau Claire  
Minors in Chemistry and Spanish

**Graduated December 2010**