

Dominic Nicholson
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SUMMARY

Five years of experience developing multi-platform gaming software and successfully meeting strict deadlines.

KEY STRENGTHS

- Proficient in C# and C++
- Clear, concise, well-documented code
- Responsible for core back-end and front-end systems. Full-stack development experience
- Rapidly and safely adjusting live software
- Collaborated with a large team of over 100 people
- Mentorship and coaching of new engineers
- Assisted feature planning discussions, and evaluated potential strategies & costs

ACCOMPLISHMENTS

Sonoma State University, NASA funded internship, Rohnert Park, CA, 2011

NASA Intern

Sonoma State University has a strong partnership history with NASA, and receives funding to train STEM interns for research and education.

- Developed interactive flash programs for an online cosmology course
- Worked closely with a mentor to port existing programs to Action-script 3.0

Visual Concepts (2K Games), Novato, CA, 2016 - Present

Software Engineer

2K Games is the producer behind some of the most successful video game franchises, such as the Bioshock, NBA 2K, Mafia, Borderlands, Civilization, WWE 2K, and XCOM series.

- Ownership of multiple front-end gameplay features (affiliations, player customization/clothing, custom multiplayer gamemodes, rewards menus).
 - Collaborated directly with artists, producers and other engineers to realize designed features. Inspected and directed adjustments to any problematic data.
 - Created new user-facing menus and gameplay elements from the ground up.
 - Assisted in the development of UI tools for artists and engineers.
- Ownership of backend features (server/player inventory databuild)
 - Optimized databuild turnaround times by over 90%, from multiple hours down to under 10 minutes. Achieved by assessing least possible needs of the final binary product, and cutting down on intermediary steps and unnecessary I/O operations.
 - Evolved the databuild system continuously and rapidly to respond to changing design requirements.
 - Coordinated with other back-end engineers to release data format changes without breaking existing systems.

- Technologies and languages used: C++, Powershell, VMware, Perforce, Helix ALM, Microsoft Visual Studio/VSCode, Slack

EDUCATION

Bachelor of Science in Computer Science, Sonoma State University. Magna cum laude with distinction, 2016

MISCELLANEOUS

- Created HTML, Javascript & ASP.NET websites/applications
- Proficient with all major operating systems: Windows, OSX, Linux
- AP Scholar with Distinction Award, August 2012
- Deans list, Sonoma State University 2012 - 2016, all semesters