Nicolas Austin Browning

Game Developer

Contacts

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📍 Orlando, Florida

Skills

- C++
- C#
- Unity Engine
- Unreal Engine
- Blueprint
- 3D Math
- Object-Oriented Programming
- Agile/Scrum Development
- OpenGL Graphics Programming
- Vulkan Graphics Programming
- Cross-Disciplinary Asset Creation
- Data Structures
- Github/Version Control
- SQL
- Jira
- Trello
- Communication
- Fast Learner
- Creative
- Adobe Photoshop
- Adobe Illustrator
- Adobe Premiere Pro
- Adobe Animate
- Blender
- Project Management

Experience

Game Development Contractor for Full Sail University

April 2024 - May 2024

- Helped develop features for *Saga*, a city builder game made in **Unreal Engine**.
- Main feature I made was the day night system. It handled the movement of the sun and an on-screen clock that tracked in-game time from minutes to years.
- Experienced fast paced sprints in a hybrid work environment.
- Learned a lot about developing game mechanics in Unreal Engine using Blueprints.

Programming Intern at A Square games and simulation, LLC

January 2024 - Present

- Helped develop minigames for *Pandora's Party Box*, a casual multiplayer party game themed around the Greek pantheon.
  - Helped brainstorm and document game design strategies.
  - Offered further help in polishing previously developed game features and quality assurance.
- Learning rapid development strategies in a professional environment.
- Deepened my knowledge using **Unity Engine.**.

Project Manager at OMG Labs

October 2023 - January 2024

- Received an online certificate for project management basics.
- Streamlined operation manual for project manager position.
- Performed with attention to detail in tasks assigned to me.

Full Sail University Game Projects

April 2022 - July 2023

- Completed two Projects at Full Sail University, they can be found on my GitHub portfolio at ***https://nicolasbrowning.github.io/***.
- Worked on a game jam project with a classmate. While the game was never finished, I feel I still gained valuable experience.
- Extensive experience gained in Unity game development, gameplay programming, and C# programming.
- Learned GitHub for efficient version control and project cohesion.

Education Background

Full Sail University
Bachelor of Science in Game Development

Completed in 2023

Relevant Coursework:
Systems Programming | Data Structures and Algorithms | Software Engineering
Computer Graphics | Game Integration | Game Architecture | Artificial Intelligence |
Engine Development