

NicoVision

Gameplay Programmer

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Gameplay programmer working in Unreal Engine with C++ and Blueprints, and in Godot with GDScript. Builds gameplay systems, development tools, and multiplayer games.

EXPERIENCE

Volunteer Gameplay Programmer | Can't Afford Studios

Tidebound - Unreal Engine, C++, Blueprints | 2025 - Present

- Developed tension-based reeling as Tidebound's fishing evolved from Stardew Valley-style mechanics.
- Participated in design iteration that moved fish into player inventory, reducing repetitive basket loading and carrying.
- Built a movable cart for fish and baskets, and a scale that prices fish by weight, species, and freshness.
- Implemented a clickable shop menu rendered onto a 3D plane using Unreal Engine, C++, and Blueprints.
- Contribute to design documentation, communicate progress and issues in team meetings, and follow the studio's pull request process.

Tutor | Miami University Emerging Technology Department | 2021 - 2024

- Provided individual and group tutoring in command-line utilities, web development, and mobile app development.

SELECTED PROJECTS

Primary | Unreal Engine, C++, Blueprints | 2023 - 2024

- Built reusable color interactions, grappling mechanics, and a transforming boss arena for a team capstone FPS.
- Contributed to the pivot from stationary projectile reflection to movement and paintbrush attacks for faster-paced combat. Expo playtests highlighted lengthy enemy takedowns.

Maximum Overdrive | Godot, GDScript | 2024

- Developed a polygon-based track editor with shareable tracks, sub-frame lap timing, and saved ghost replays for a solo kart racer.

Ethereals: The Mana War | Godot, GDScript, Python | 2025

- Built a self-hostable Python WebSocket server for room management and move exchange; synchronized client animations in the online board game.

Desert Escape! | NESFab | 2023

- Developed a two-player NES platformer using sprites, tiles, and palette changes to work within hardware limits; placed fourth in the 2023 NESDev competition.

TECHNICAL SKILLS

Gameplay: Unreal Engine, C++, Blueprints, Godot, GDScript, GameMaker, GML, NESFab

Unreal systems: Gameplay Ability System (GAS), Sequencer, World Partition, Data Layers, multiplayer replication.

Additional tools: Python, C#, Qt, .NET, OpenGL, Aseprite

Collaboration: Git, Perforce, GitHub, Jira

EDUCATION

Bachelor of Science in Game Development | 2020 - 2024

Game Development Major | Computer Science Minor