Nicholas Eckstein

NicholasEcksteinGameDev@gmail.com
www.linkedin.com/in/NicholasEckstein
www.NicholasEckstein.com
(860) 671-1769

Skills:
Programming:
C++, C#, GML, Unreal Blueprint Scripting
Technologies:
Visual Studio, Unity, Gamemaker, Source Control (Git, SVN, Mercurial),
VR Development (Oculus quest, and HTC Vive)

Education:
Champlain College, Burlington VT
Completed coursework includes: Game Architecture, Data Structures & Algorithms, AI For Games

Relevant Coursework and Projects, Champlain College:
Game Engines & Graphics

- Created a level editor for a Mario clone using C# with 4 different tile types, each having connecting textures ultimately requiring 48 different variations of themselves.

Data Structures & algorithms

- Analysed trends in casualties and survivor statistics from the Titanic using the "Apriori Algorithm" written in C++ with a team of 4 other students.

Computer Architecture

- Wrote a flocking algorithm in x86 64 masm using SFML to handle the graphics. The algorithm included; seek, flee, cohesian, separation, align, "avoid borders"

Game Projects:
Lymantria Dispar (Engine: Unity)

- Lymantria Dispar is a first person, atmospheric, surviaval horror game set in the woods. You are alone with only an axe, a torch, and a bow. You have to fight off giant moths and larva attacking you and your fires. The game was made in Unity so the scripting language was C#
- Role: Sole programmer

Astral Boxing (Engine: Unreal)

- Astral boxing is a third person exploration game, where the player has to explore a house, looking for clues as to where a ghost is. Once they find the ghost, they can initiate a boxing match where they have to perform different offensive and deffensive moves to defeat the ghost. This was my first time using Unreal, and was made entirely using blueprints.
- Role: Sole programmer

Reconnected (Engine: Unity)

- Reconnected was an atmospheric puzzle game where you wake up as a spherical robot, where you can explore and pick up parts for your chasis to perform different mechanics. I joined late in the project, I added a system for dynamic walking sounds based on material being walked on along with a wire minigame to unlock doors.
- Role: 1 of 3 programmers on a team of 10 students.

A Blip In Time (Engine: Unity)

- A Blip in Time was a time manipulation game using the Chronos plugin for Unity. I wrote code to manipulate the timeline of objects using Chronos' ability to record the physics of objects and slow the timescale. I also wrote custom scripts to allow for the designers to more easily build levels and connect triggers to dynamic objects.
- Role: Sole programmer on team of 4 students