

Nick Warren

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Education

University of California, Santa Cruz

Senior – Expected Graduation: June 2018

Bachelor of Science in Computer Science: Computer Game Design

Skills and Projects

Computer Skills:

Languages: Javascript (ES6), Python, C#, C++, C, Lua, Java, HTML, CSS

Software: Unity, FL Studio, Git, Blender

Space Bandit: top-down puzzle action game in Unity

- Systems programmer and designer on game with a team of students for senior capstone project
- Currently in development with a planned release in June 2018

Proofdoku: AI based sudoku variant in HTML5

- Worked closely with professor as Research Assistant to design, develop, and deploy innovative puzzle game on web browsers and mobile
- Utilized Google Cloud Services and Answer-Set Programming
- Published and hosted online at *proofdoku.com*, and was shown at the AIIDE Conference 2017

That Sinking Feeling: murder-mystery adventure game in HTML5 Canvas

- Worked on programming engine, environmental artwork, and writing dialogue
- Team communication, scheduling/planning, testing and responding to feedback

Work Experience

Copy/Receiving/Mail Services, UCSC — Santa Cruz, CA

Operations Assistant: September 2016 - Present

- Worked directly under Copy, Mail, & Receiving Director on various projects
- Revised copy job submittal process using web forms, JavaScript, and faculty feedback
- Edited webpage (Cascade), database/inventory management and documentation (FileMaker)

iD Tech Summer Camp — San Diego, CA

Assistant Director: Summer 2017

- Lead and mentored team of staff, planned and organized camp throughout summer

Lead Instructor: Summer 2016

- Guided other instructors and assisted directors while maintaining a class

Instructor: Summer 2015

- Taught children ages 9-18 programming, and 3D game design
- Designed my own lesson plans and activities, managed my own class
- Answered questions, gave individual project feedback

UCSC Psychology Dept — Santa Cruz, CA

Student Office Assistant: March 2015 - June 2016