



//NICK BARBER

GAMEPLAY PROGRAMMER

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EDUCATION

2019

SAVANNAH COLLEGE OF ART AND DESIGN, B.F.A GAME DESIGN, GA

Game Design, Programming, Game Art, Teamwork

2015

CUMBERLAND-PERRY VO-TECH, COMPUTER INFORMATION AND SYSTEMS, PA

IT Training, MTA: Networking Certified, Java, C++, C#

EXPERIENCE

FIRST PLAYABLE PRODUCTIONS (Oct 2019 – Current) Programmer

Shipped Cooking Mama: Cookstar and Disney Snaps. Worked closely with clients.

IHEARTRADIO REAL STREET FEST (Jul 2019 – Aug 2019) Contracted Programmer

Solo Developed app with >4K users, GPS tracking, push notifications, and camera capabilities

HARRISBURG UNIVERSITY (Mar 2018 – May 2018) Developer, Camp Teacher

Worked on medical imaging software and taught unity for the summer exploration camp

VACANCY (Feb 2018 – Mar 2018) Designer, Programmer (C#), Puzzle designer

Intel Innovation Award (2019) Best in Georgia Award (2018)

ACCOLADES / ACHIEVEMENTS

- 4 Shipped Titles
 - Vacancy, Real Street Fest App, Cooking Mama Cookstar, Disney Snaps
- Intel Most Innovative (2019)
 - Vacancy awarded most innovative at Intel university Games Showcase
- GGDA Best in Georgia (2018)
 - Vacancy awarded for best game jam game in Georgia
- SCAD Achievement Honors Scholarship (2016- 2019)
- SCAD Game Development Network Club Officer (2017-2019)

SKILLS

- C++, C#
- Virtual Reality / AR
- Html, Web Design
- Game Design
- Writing, World Design

PROGRAMS

- Unity Game Engine , Unreal 4
- Maya, Blender, 3Ds Max, Substance Painter
- Photoshop, Illustrator, After Effects
- Git, SVN, Perforce
- Bugzilla, Jira, Jenkins