

# NICK WAGTER

Apeldoorn, Netherlands

[wagternick@gmail.com](mailto:wagternick@gmail.com) · [LinkedIn](#) · [Portfolio](#) · [GitHub](#)

Motivated student seeking for an exciting and challenging position as a game programmer to extend and use my skills and knowledge while finishing my studies at BUAS.

## EXPERIENCE

**SEP. 2020 – PRESENT**

**AI PROGRAMMER UNITY C#, VEDELEM | STUDENT PROJECT**

Store page : [Steam Link](#)

Student Project

Vedelem is a Base defender RTS game where you have to build your town and defend you city from the invading Mongol Hordes.

This project is made with Unity using the new Data oriented tech stack.

**Team :**

6 Programmers, 4 Artists, 4 Designers, 2 Producers

**Contribution :**

For this project I have been working on the Enemy Behaviour finding targets, attacking targets, implementing an influence field and optimization for systems we created.

I also worked on implementation of Vertex Animations and some small shaders as support of Artists.

Also worked on gameplay systems design requested and tools for content creation which aided designer in creating and balancing units for both the player and the Enemy.

**MAY. 2020 – JUN. 2020**

**AI PROGRAMMER UNREAL ENGINE 4, PARALLEL | STUDENT PROJECT**

Store page : [Itch Link](#)

Parallel is a race game set in the future.

This project is made with Unreal engine 4.

**Team :**

4 Programmers, 5 Artist, 4 Designers, 2 Producers

**Contribution :**

For this project I have been working on the Opponents I developed an Autonomous steering behaviour capable of controlling the vehicles made by our Physics Programmer.

Also did the general game code, UI and optimization ( Skin selection, shadows and lighting optimization)

**FEB. 2018 – JUN. 2018**

**INTERN UNITY DEVELOPER, DUTCH GAME STUDIO**

I worked on a small mobile game, based on a video on YouTube “How to survive Dutch people on bikes” by Survival Guide to the Dutch.

You had to control you biker and drive past canals in Amsterdam and drive over as many people as possible.

This was made with the Unity engine, I learned how to build for both IOS and Android.

**SEP. 2016 – JAN. 2017**

**INTERN WEB DEVELOPER, REDRUM**

Redrum is a animation and marketing company where I interned as a web developer. Responsibilities consisted out of keeping their active websites updated and I build a small site for a MBTI coach.

**JUL. 2014 – PRESENT**

**KITCHEN AID, RESTAURANT DE BOSCHVIJVER**

After dishwashing for 2 years I started learning from the cooks how to effectively use knives and how to work at the cold kitchen consisting out of lunch, appetizers and desserts.

## EDUCATION

**SEP. 2015 – JUL. 2018**

**SOFTWARE DEVELOPER, ROCA12**

This course we learned a lot of different skills web development, app development and game development using HTML, CSS, PHP, jQuery, C#, Unity and C++. It was focused on getting students familiar with those languages and different fields to work in. In the last 1.5 year we fully focussed on one field which for me was Game Development where I mainly learned Unity and C# skills.

**SEP. 2018 - PRESENT**

**GAME DEVELOPER, BREDA UNIVERSITY OF APPLIED SCIENCES**

In this study we mainly worked with C++ and Unreal Engine.

The first year was focused on getting basic knowledge on Game Programming and Graphics Programming.

The Second year was focused on developing small game engines for a specific purpose ( Graphics Programming, Engine/Tools Development) and also learning to work on delivering a product.

The Third year is developing a game for a year, I have been working with the new Data oriented tech stack (DOTS) from unity to create a Base Defending RTS game based around the Mongol invasions around 13 century.

My responsibility on this project has been the Enemy Behaviour and the wave system.

## SKILLS

### Programs

- Unity
- Unreal Engine 4
- Perforce
- GitHub
- Jira

### Languages

- English
- Dutch

### Programming

- C++
- C#
- DirectX 12
- OpenGL
- CMake

### Other

- Scrum

## OTHERS

### MEDUZA, PERSONAL ENGINE PROJECT

(Github : [Meduza](#))

Meduza is a personal ongoing engine project I am doing in my spare time to extend my knowledge in C++ and other techniques like CI.

For CI I am using Git Actions which allows to build projects without the use of external tools like Jenkins, with Git Actions I am building my project for Windows, Linux and Mac OS.

For Linux I have done a small chunk of work setting up a basic OpenGL renderer, rendering a quad but my main focus has been towards the Windows platform.

- Renderer
  - DirectX 12
  - Instancing
  - 2D
  - Basic 3D geometry
- Engine
  - ECS
  - Resource Loader ( textures, Shaders )
  - Basic Math library
  - Basic 3D Physics

With these techniques I created 3 small example "Games" a simple 2D chessboard with basic opponent decision making ( minimax not fully implemented ), 3D textured cubes and sphere scene, and a small physics example with AABB collision with 2D objects (trigger and collision).