

# Nicolas Delbue

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A RECENT GRADUATE, ASPIRING TO GET HIRED AND USE MY SKILLS TO CONTRIBUTE TO INTERESTING PROJECTS

## EDUCATION

**CHAMPLAIN COLLEGE** Vermont, Bachelor of Game Programming Expected May 2024

Cumulative GPA: 3.47; Dean's List 2020-2023

Relevant Coursework:

EGD-420 Game Studio III

- Description: Worked in a team of 8 then 17 people creating the game Riptide

GPR-430 Networking for Online Games

- Description: Learned about the basics of TCP and UDP as well as how networking works concerning games

GPR-350 Game Physics

- Description: Learned and delved into how to replicate physics within a game engine.

CSI-281 Data Structures & Algorithms

- Description: Learned the basic data structures and basic sorting algorithms.

## RELEVANT PROJECTS

### RIPTIDE

CAPSTONE PROJECT, SYSTEMS & LEAD PROGRAMMER, 2023-2024, RELEASED STEAM 2024

- Created a modular objective system that allows multiple objectives per level.
- **Set** up Steam integration and created a system to modify achievements easily.
- Created a narrative system that plays on-screen narrative dialogue during a level.

## ACTIVITIES

### MATH CLUB

CHAMPLAIN COLLEGE, MEMBER, 2020-2022, SECRETARY, 2022-2023

- Kept club members up to date with club events and meeting times through email as well as a club discord.

## ADDITIONAL SKILLS

**Technical Skills:** Proficient in C++, C#, UNITY, UNREAL ENGINE 5

**Languages:** Fluent in English; Conversational Proficiency in Italian

**Other:** Team communication, Agile development, Problem-solving, Collaboration