Nicholas Hussian

GAMEPLAY PROGRAMMER

CONTACT: NHUSSIAN.NET/CONTACT

SKILLS

- Gameplay Programming
- AI Programming
- Systems Design
- Documentation
- Source Control
- Audio Programming

TOOLS

- Unity C#
- Unreal Engine BP
- Visual Studio
- Microsoft Office
- Git
- FMOD

- C++
- Java
- Lucidchart
- ClickUp
- Perforce
- LMMS

EXPERIENCE

PROGRAMMING LEAD – *CHIMERA* – CROC POT GAMES · SEPT 2023 – PRESENT

- Developed core gameplay functionality and designed core system interactions
- Delegated programming tasks and ensured completed features matched intended design
- Managed source control difficulties and other technical troubleshooting

GAMEPLAY PROGRAMMER – *MELODIC MALWARE MAYHEM* · AUG 2023 – DEC 2023

- Developed and designed core systems around a one-touch interface
- Synchronized MIDI files to systems to create rhythmic gameplay
- Used shaders and rendering techniques to blend 2D and 3D styles

GAMEPLAY PROGRAMMER – *CRYPTID HUNTER* · FEB – APR 2023

- Programmed first-person movement, shooting, and weak point mechanics
- Developed enemy AI behavior using state machines
- Used shaders and rendering techniques to mimic a retro horror game's style

EDUCATION

UNIVERSITY OF CENTRAL FLORIDA · MAY 2025

- Bachelor of Arts in Digital Media – Game Design
- Minor – Computer Science
- Game Dev Knights Treasurer 2023 – 2024

CROOMS ACADEMY OF INFORMATION TECHNOLOGY · MAY 2020

- Diploma awarded