**Nicholas Barger – Gameplay Programmer**

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# Education – – – – – – – – – – – – – –

*Graduated 2024*

**Full Sail University - B.S. Computer Science - Game Development**

# Skills – – – – – – – – – – – – – –

* Unreal Engine
* Unity
* Jira
* Version Control (Git, P4V)
* Programming Languages (C++, C#, Java)
* Visual Studio

# Experience – – – – – – – – – – – – – –

*Capstone Project – Small Team*

*Ante Up Studios*

Reign of the Necromancer (Unreal Engine 5.4) – *Gameplay Programmer*

* C++ and Unreal Engine API
* Implemented enemy class logic using Object Oriented Programming
* Developed AI behaviors using Unreal’s behavior tree system.
* Implemented enemy animations using Unreal’s animation system.
* Imported and implemented all enemy assets and animations.
* Worked with a small team using P4V for version control.

*Midterm Project – Small Team*

*The Silent Titans*

[Face Your Fears](https://simmer.io/@VogueRogue/~3f8e7cab-bbc6-cd48-0fb9-50739f07d08d) (Unity) – *Gameplay Programmer*

* C# and Unity API
* Implemented enemy class logic using C# and Unity API
* Developed custom enemy AI using C#
* Implemented enemy animations using Unity’s animation system
* Worked with a small team using Git for version control.