

**Nick Martino**

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## EDUCATION

**Bachelor of Computer Science, Game Development, Co-op**

**September 2013-Present**

Carleton University, Ottawa, Ontario

- 4<sup>th</sup> year, 10.1/12, A-
- Graduating in 2018

## AVAILABILITY

I am excited to join and contribute to a development team. I am looking for work following my university degree, and will be available starting in May of 2018.

## RELEVANT SKILLS AND EXPERIENCE

### Technical Skills

- Proficient in many programming languages such as Java, C, Objective-C, Python, PHP, JavaScript (both on client and server side via Node.js), MySQL, mongoDB, html, CSS and C#
- I am adept at using all major operating systems (Windows, Linux, and Mac)
- Have done work using large databases, online servers and Game Engines such as Unity and Unreal Development Kit

### Design Skills

- Have designed multiple websites used for corporate work
- Lead designer on multiple games built independently, and a children's educational game professionally
- Designed 3 apps from the ground up during co-op work terms that will shortly be on the app store (School of Fish, Gluten Free Recipe Book and Augmented Reality Trail Guide)

### Leadership Skills

- Organized several teams to create projects that are eventually sent to market
- Communicated between various branches of organizations to complete large scale websites

## Work Experience

### Programmer

Jan 2017-Aug 2017

*EA Games, Burnaby, BC*

- Worked with proprietary backend code bases, used to run all multiplayer based EA games.
- Designed new tools for internal use in analyzing large sets of data, and outputting human readable reports.
- Worked as part of a team on deliverables that were used by millions of players.

### Game Developer

May 2015-December 2015

*30ptDesign, Ottawa, ON*

- Designed and built a children's educational game using Unity (C# scripting) which will be released on PC, iPhone and Android simultaneously.
- Designed and built an augmented reality app using PhoneGap, which will shortly be for sale on both Android and iPhone.
- Linked both programs to a MySQL database using PHP and JavaScript respectively.
- Kept documentation on all stages of both projects using Freshbooks

### App Developer

May 2014 - August 2014

*30ptDesign, Ottawa, ON*

- Designed and built an app in Xcode using Objective-C, which is now for sale on the Apple App store
- Linked app to a database using PHP and MySQL
- Kept documentation on all stages of the project using Freshbooks

### Web Developer

May 2014 - August 2014

*Caissa Angel Group, Guelph, ON*

- Created and designed a website in WordPress using HTML5, PHP and CSS for an angel investment company
- The website can be found at <http://caissaangel.com/>

### Programmer

May 2014 - August 2014

*Business Improvement Group, Guelph, ON*

- Built a web scraper for internal use with Java to collect data from online web searches □  
Scraped a search with over 20,000 results

### Web Developer

March 2013 – June 2013

*Trans Plus Corp, Guelph, ON*

- Created and designed a developer website in WordPress using HTML5, JavaScript and CSS for a shipping and logistics software company
- The website can be found at <http://dev.transpluscorp.com/>

## Applied Projects

**Indie Developer**

**May 2016 – Present**

*“Fallen Star”*

- Currently building an augmented reality RPG, based around fighting monsters that spawn using GPS in the real world.
- Current release date set for early 2018, for IOS and Android.

**UI Programmer and Lead Designer**

**January 2016 – April 2016**

*“Ivanhoe”*

- Built a digitalization of a card game called Ivanhoe for a class.
- Built an elegant and expansive UI, which earned bonus points resulting in a 119% on the project.

**Designer and Team Leader**

**January 2015 – May 2015**

*“Emerald”*

- 2D Stealth game using OpenGL (C++) and a level creator, which was made in Processing using Java
- Created and lead a team of 4 people

**Designer and Team Leader**

**February 2014 – February 2015**

*“Color”*

- Led a team of 3 to build a platforming game in Processing using Java
- Game is currently in the process of being published on Desura

**Programmer and Team Leader**

**December 2012 – March 2013**

*“Monastory”*

- Led a team of 3 to build an RPG game for a grade 12 programming summative in Eclipse, using Java