

## **Nick Martino**

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## **EDUCATION**

**Bachelor of Computer Science, Game Development, Honours, Co-op, Greek and Roman Studies Minor**

Carleton University, Ottawa, Ontario

- Graduating in April 2018, 10.4/12, A

## **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), SQL, mongoDB, 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**

- Was the technical designer for a tool used to delete more than 500TB of live player data.
- Have designed multiple websites used for corporate work
- Lead designer on a children's educational game professionally (Aquarium Academy) and multiple games built independently.
- 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 both school project and independent games
- Communicated between various branches of organizations to complete large scale systems and web pages.

## Work Experience

### Programmer

Jan 2017-Aug 2017 (8 Months)

*Electronic Arts Canada (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.
- Found massive amounts (~500TB) of duplicated data on live servers mixed in with critical player info, and designed a tool to safely identify and remove this data without affecting end users.
- Worked as part of a team on deliverables that were used by millions of players.

### Game Developer

May 2015-December 2015 (8 Months)

*30ptDesign, Ottawa, ON*

- **Aquarium Academy** – Worked from a satellite office to design and build a children’s educational game using Unity (C# scripting), which has been released on iPhone and Android.
- 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 and Programmer

May 2014 - August 2014 (4 Months)

*30ptDesign, Guelph, 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
- 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/>
- 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 (4 Months)

*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://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 summer 2018, for iOS and Android.

### Honours Project, Sole Developer

September 2017 – Present

#### *"Machi Koro Digital"*

- Built a digitalization of a board game called "Machi Koro" for my honours project.
- Built a powerful UI that enables players to take every action they can in the physical game, while also mimicking the tactility of rolling die and moving cards around.
- Has a complete automated testing suite.

### UI Programmer and Lead Designer

January 2016 – April 2016

#### *"Ivanhoe Digital"*

- Built a digitalization of a board/card game called "Ivanhoe" for a class.
- Built an elegant and expansive UI, which earned bonus points resulting in a 119% on the project.
- Has a complete automated testing suite.

### Designer and Team Leader

January 2015 – May 2015

#### *"Emerald"*

- 2D Stealth game using OpenGL (C++).
- Created and lead a team of 4 people
- Built a level editor using Processing written in Java.

### 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