

**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, C#, C++, Objective-C, Python, PHP, JavaScript (both on client and server side via Node.js), SQL, mongoDB.
- Several years of experience with Unity development (both 2D and 3D).
- Adept at using all major operating systems (Windows, Linux, Mac).
- Have done work using large databases and online servers.

### Design Skills

- Was the technical designer for a tool used to delete more than 500TB of live player data while working at Electronic Arts.
- 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 projects 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

### Lead Programmer and Designer

January 2018 – Present

*“Reign of Roh”*

- A full 3D Real Time Strategy game built using Unity.
- Team of three, with all base functionality completed (map, units, combat, buildings, pathfinding, fog of war, animations, etc).
- The capstone project for the Game Development program at Carleton.

### 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 – December 2018

*“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.
- Has full online, lobby based play.

### 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 led 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

**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 using Java