

Nick Baggett

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Summary

Versatile Game Programmer with over five years of experience in creating immersive gameplay experiences using Unity. Combines strong technical expertise with a keen product intuition to tackle complex challenges, including developing custom modular AI systems and optimizing game performance. Proven ability to collaborate with cross-functional teams and strategic partners to translate feedback into actionable product improvements for immersive interactive experiences.

Skills

- **Technical Expertise:** Knowledge of common algorithms, Data structures and patterns, Software design patterns, Computer Science, Technical Problem-Solving, Great 3D math skills with experience performing 3D vector based calculations
- **Game Development:** Strong knowledge of Unity and C# with an emphasis in gameplay programming, Game Development
- **Tools & Software:** Proficient in C# and C++, Perforce/Git experience, Working knowledge of HLSL with strong experience making node based shaders
- **Creative & Collaboration:** Strong prototyping and iterative development skills, Great capacity for independent learning and strong analytical problem solving skills, Strong teamwork and collaboration skills, Experience with Blender, Maya, Photoshop, Substance Painter

Experience

Wunder

Gameplay Programmer

Feb 2022 - Present

Remote

- Developed and optimized C# code for a variety of game systems, ensuring robust performance and alignment with partner needs in immersive experiences.
- Engineered and refined in-house Unity engine tools and features to streamline gameplay development and improve project efficiency.
- Enhanced graphics performance through shader modifications and graphics optimization techniques.
- Designed and implemented a custom modular AI system with a node-based editor, demonstrating technical problem-solving in AI character behavior.
- Collaborated on game design and system integration to support gameplay mechanics tailored to partner project requirements.
- Optimized core code base for better stability and scalability in real-time interactive environments.
- Contributed to network programming initiatives, including the development of a networked building system.

IGT/GTECH

Software Engineer

Aug 2021 - Feb 2022

Reno, NV

- Authored reliable, bulletproof C# code for a range of gaming software across domestic and international markets.
- Leveraged custom Unity engine tools to create and refine engaging game features for immersive user experiences.
- Conducted performance benchmarking and rigorous testing to ensure software met critical product requirements.
- Collaborated cross-functionally with designers, artists, and fellow developers to translate partner and market feedback into actionable game features.
- Designed, coded, unit tested, and debugged software in alignment with product and customer requirements.

California Cybersecurity Institute

Game Developer and Graphic Designer

May 2020 - Aug 2021

San Luis Obispo, California

- Built interactive environments in Unity for large-scale events, contributing to immersive and engaging user experiences.
- Developed extensive, modular C# code for interactive challenges that supported high-profile partner projects.
- Collaborated with challenge designers and engineers to conceptualize and implement interactive experiences tailored to diverse audiences.
- Integrated social media branding and design strategies to enhance engagement and product visibility.
- Coordinated effectively to meet tight deadlines for comprehensive graphic design and game engine projects.

California Polytechnic State University - San Luis Obispo

Teacher's Assistant - Game Design

Jan 2021 - Apr 2021

San Luis Obispo, California

- Supported students in mastering C#, gameplay programming, and design fundamentals to build future-ready interactive experiences.
- Guided student projects utilizing the Unity game engine, emphasizing hands-on experience with industry-standard tools.
- Instructed on effective version control practices to streamline collaborative game development.
- Assisted students in debugging gameplay code, enhancing their technical problem-solving skills.
- Demonstrated Unity features including animation, graphics, input systems, and scripting to foster comprehensive skill development.

Education

California Polytechnic State University - San Luis Obispo

Bachelor's of Science, Software Engineering

Jun 2021

Projects

Lost Isle - Gameplay Programmer (NDA)**Feb 2022 - Present**

- Worked on much of the net code for the game, including AI, building, achievements, and other various gameplay features
- Several custom shaders and visual effects for the game

California Cyber Innovation Challenge - Lead Unity Developer**May 2021 - Aug 2021**

- Work with designers to create interactive rooms with challenging cybersecurity-related problems
- Create robustly reusable code for different challenges and interact-able game objects