

Nicholas Hussian

GAMEPLAY PROGRAMMER

SKILLS

- Gameplay Programming
- Systems Design
- Technical Documentation
- Source Control
- AI Programming
- Audio Programming

TOOLS

- Unity
- Unreal Engine BP
- Godot/GDScript
- Visual Studio
- Git
- FMOD
- C#
- C++
- Blender
- Notion
- Perforce
- LMMS

EXPERIENCE

PROGRAMMING LEAD – *HARROWED DEEP* – CROC POT GAMES

JAN 2025 – OCT 2025

- Led communications across the entire team and delegated project tasks
- Developed prototypes of core gameplay features and practical systems
- Frequently updated technical documentation to drive development

PROGRAMMING LEAD – *CHIMERA* – CROC POT GAMES

SEPT 2023 – OCT 2024

- Programmed core gameplay systems and designed code architecture from scratch
- Managed three other programmers and delegated all programming tasks
- Setup Steam integration and developed features using Steamworks API
- Overcame challenges with source control and debugging features

GAMEPLAY PROGRAMMER – *MELODIC MALWARE MAYHEM*

AUG 2023 – DEC 2023

- Developed and designed core systems around a one-touch interface
- Synchronized MIDI files to systems to create rhythmic gameplay
- Created shaders and used rendering techniques to blend 2D and 3D styles

EDUCATION

UNIVERSITY OF CENTRAL FLORIDA

MAY 2025

- Bachelor of Arts in Digital Media – Game Design
- Minor – Computer Science
- Game Dev Knights Treasurer 2023 – 2024

CROOMS ACADEMY OF INFORMATION TECHNOLOGY

MAY 2020

- Diploma awarded