

# Nigel Elliott Randall

Game Developer

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## EDUCATION

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**Carnegie Mellon University**, Pittsburgh, PA *Master* of Entertainment Technology **May 2016**  
Entertainment Technology Center (ETC)

**Relevant Courses:** Game Design

**Howard University**, Washington, DC *Bachelors* in Computer Science **May 2014**

## SKILLS

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- **Proficient:** C# **Experienced:** C++, Java, Python
- Experience Unity Game Development, Android Game Development
- Experience using Git, Perforce, TortoiseHG (Mercurial), Visual Studio
- Experience using Oculus DK2, Kinect SDK, Sony PlayStation Move SDK

## ACADEMIC PROJECTS

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**GoTan** Carnegie Mellon University Fall 2015 - Present

Gameplay Programmer, Game Designer

- Developing a Mixed Reality experience using Project Tango to play in a virtual world built by the physical space
- Scripting for procedural environment generation using vector arithmetic
- Preparing Playtest analysis for game design
- Communicate core game design changes and conflicts in a multidisciplinary team

**SuperBreathers** Carnegie Mellon University Spring 2015

Producer, Designer, and Programmer

- Scripting C# features for a 2D Unity game on android for children ages 7-11 with asthma over 5 months
- Giving direction on the project through balancing the needs of stakeholders and the team
- Iterating on design through research, play testing, and holding focus groups
- Integrating new content, setup UI, and modified scripts to meet the needs of the user experience

**Building Virtual Worlds** Carnegie Mellon's ETC Fall 2014

Developer, Producer, Designer

- Rapidly prototype in Unity interactive experiences in small diverse teams in cycles of 1-3 weeks
- Gameplay programming virtual reality interactions, and adding features for a game loop

## EXPERIENCES

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**Noctis Productions LLC** January 2015 - Present

Contract Programmer

**StarMaze:**

- Developing a GUI system, Particle Emitter system for a game engine using C# and OpenTK

**Rocket Kiwi:**

- Developing a pc 2D action, jetpack platforming game with Unity
- Programming various features such as enemy knockback, character select system
- Developing the Final Boss AI system, Animation system, and Attack states

**National High School Game Academy** Carnegie Mellon University Summer 2015

Programming Teaching Assistant

- Gave lectures on programming with C# with Unity
- Prepared lessons on game development, introductory programming, and game design
- Graded game programming assignments

**Microsoft** Redmond, WA  
Windows Phone Intern

Summer 2013

- Developed a tool in C# to aid in finding bugs with Internet Explorer's rendering engine by using Data Trees in a Windows Form project
- Designed a GUI for reading in the XML files, execute graphics rendering, and traverse a tree of nodes