

## Nicholas Johns

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### Education

Indiana University – Bloomington

Fall 2011 – Spring 2015

*Completed 78 credits towards a Bachelor's Degree in Computer Science*

*Relevant Courses*

*Media and Society, Managerial Economics, Software Systems, Data Structures, Artificial Intelligence*

Ivy Tech Community College

Fall 2010 – Spring 2011

*8 classes in a range of topics including Hardware, Networking, VB.NET programming*

### Technical Skills

Languages: C#, Java, Scheme, Python, JavaScript, VB.NET, HTML, CSS

Platforms: Windows, Mac OS, Linux,

Miscellaneous: Microsoft Office, Microsoft Visual Studio, Eclipse, XNA Game Studio, Unity3D, Adobe Creative Suite, GitHub, Sony Vegas

### Work Experience

Evening Manager, Kmart (Past: Cashier, Cash Office)

Sept 2014 – Current

- Responsible for ensuring the store runs smoothly by delegating nightly tasks to employees and overseeing their completion.
- Resolve customer issues and complaints to ensure customer retention.
- Handle any issues regarding absent employees or disciplinary action plans.

Lead Programmer Hoosier Games

Fall 2012 – Fall 2013

- Oversaw the technical production of video games with a team of 5 programmers.
- Lead teaching workshops to ensure fluency of the Unity Game Engine with the newer programmers.

### Projects

Game Development

- Frequently participate in game jams such as Global Game Jam and Ludum Dare. These jams improve quick innovation skills as there are time limits of 24 - 48 hours.