

# Nicolas Metz

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## Skills

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### Version Control Systems

Git, TFS, SVN

### Languages

Proficient: C, C#, C++, SQL, Java, MATLAB, HTML  
Learning/Interests: Javascript, Ruby

### Development Tools

Unity, SQL Server, Visual Studio, Eclipse,  
Linux, Emacs, Windows, Powershell

## Employment

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### Navitaire

#### Software Engineer

*Salt Lake City, Utah (August 2015 - Present)*

- Responsible for maintaining database and core build and deployment processes
- Organize team documentation, establish best practices and communicate with remote employees
- Work closely with product teams to design new features and distribute tasks for development iterations
- Rewrote, expanded and maintain ownership over unit and performance testing

## Education

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### University of Utah

*Salt Lake City, Utah (Graduated May 2016)*

- Bachelor of Science, Computer Science. Emphasis in Engineering Arts and Entertainment
- Member of the Honor's College, Dean's List, 3.62 GPA
- Favorite studies: Artificial Intelligence, Computer Organization, Databases and Scientific Computing

### Queen Mary University of London

*London, England (Fall 2014)*

- Studied abroad to explore cultural differences and study the history of London through Architecture and Film
- Engaged in Computer Science topics including Algorithms and Data Mining; used MATLAB and Weka to compete in data science competitions through Kaggle

## Projects

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### EggWalk *eggwalkstudios.com*

- Published a 3D runner game for PC through multiple distribution platforms with controller and keyboard support
- Programmed core game features, designed levels and managed publishing requirements with a team of 14

### Lights Out

- Planned and pitched the initial game idea that was selected by peers to move forward
- Implemented game logic and touch controls for the horror maze escape game

### Library Database

- Designed and implemented a library database in MySQL with member accounts, books, and reviews
- Built a server and front end website to allow access to the database through a client friendly interface

### Open Source Experience

- Developed a program using the FFMPEG library that would accept static jpeg images as input and output a series of images with a bouncing ball animation superimposed
- The exported image series would be saved as a custom image codec designed specifically for the project