Demetrius Jack Nekos

Katonah, New York | dnekos@optonline.net
https://www.linkedin.com/in/demetrius-nekos/ | https://demetriusnekos.com

EDUCATION

Champlain College, Burlington, VT   August 2019 - May 2023
Bachelor of Science in Game Programming   GPA 3.9
- Study Abroad at Abertay University, Dundee   Fall 2021

SKILLS & CERTIFICATIONS

Git	Python, GLSL, SQL	C++, C, C#
Visual Studio, Autodesk Maya	Unity, Unreal Engine, Gamemaker Studio 2	HTML, CSS, Javascript
Scrummaster Certification	Communicative	+10 Charisma

WORK EXPERIENCE

Corvos Media, Unreal Engine 4 Programming Intern, Virtual   July 2021 - August 2022
- Developed design tools in Unreal Engine to improve design and narrative pipelines.
- Integrated Ink systems into Unreal to allow for other developers to utilize Ink's features.

Champlain College, SMART Space Tutor, Burlington, VT   September 2020 - Present
- Tutored students in: Precalc, Calc I & II, 3D Math, Discrete Math, and Foundations of Math, Game Architecture, Advanced Programming, Data Structures and Algorithms.
- Met with students in a one-on-one environment to guide them and aid in studying strategies

Weathered Sweater, QA Tester, Virtual   October 2020 - November 2020
- Found and tracked bugs in multiple games to help fix gameplay states.
- Provided gameplay feedback to improve player experience.

Champlain College, VT Resident Assistant, Burlington VT   August 2020 - May 2021
- Organized community building events to help residents adjust to college living.
- Enforced school policies and guidelines to keep dorms safe.

PROJECTS

Udder Chaos | Team Size: 12 | *Gameplay Programmer*   February 2022 - May 2022
- Udder Chaos is a milk-themed retro-inspired first person shooter built in Unity
- Developed core systems and gameplay including all weapons and movement
- Onboarded new programmers as the team and scope increased
- Wrote in-depth Technical Risk Assessments and Technical Plan.

Captain Hookfoot | Team Size: 6 | *Lead Programmer*   March 2021 - May 2021
- Captain Hookfoot is a pirate themed point and click adventure game built in Unity.
- Served as lead programmer and developed architecture to improve design implementation.
- Collaborated with other programmers and oversaw QA testing and implemented changes based on feedback.