Nigel Elliott Randall GAMEPLAY PROGRAMMER Phone: 973-277-5723

EDUCATION	Portfolio: nigelerand	lall.wordpress.com	Email: <u>nrandall@a</u>	andrew.cmu.edu
Carnegie Mellon Univer	sity, Pittsburgh, PA	Master of Enterta	inment Technology	May 2016
Relevant Courses: Gam	e Design			
Howard University, Was	nington, DC	Bachelors in Com	nputer Science	May 2014
SKILLS				
 Proficient: C# Experience Experience using Linux ,Wit Experience using Oculus DI 	ndows, Unity 4, Git, Perfo			
ACADEMIC PROJECTS				
Building Virtual Worlds				Fall of 2014
 Rapidly prototype interactive experiences in small diverse teams in cycles of 1-3 weeks Programmed the logic for a boss with multiple states, and functionality for spell casting on a Spell Book controller Developed a script to interact with objects in a virtual world by "staring" on the Oculus Rift Designed a puzzle experience with no instructions on the Oculus rift and used indirect control to show the player how to solve it. Programmed an algorithm to generate obstacles in the environment based on the players skill 				
EXPERIENCES & EMPLOY Howard University Wast Teachers Assistant				2011-2014
 Assisted in managing Intro to Engineering, Computer Science I, and Computer Science II courses: Graded assignments, handled attendance Tutored C++, Python, Arrays, Loops, If's, Case Statements, pointers, Stacks and Queues 				
Microsoft Redmond, WA Windows Phone Intern				Summer of 2013
 Developed a tool to aid in finding bugs with Internet Explorer's rendering engine by using Data Trees in a Windows Form project Designed an interface to read in XML files, execute graphics rendering, and traverse a tree of nodes 				
Carnegie Mellon Univer Robotics Institute - Summe	•			Summer of 2012
• Programmed for a robot called "Gamebot" on a Linux environment to demonstrate human characteristics while plagame of Scrabble				
MEMBERSHIPS				