NICK O'CONNELL

GAMEPLAY DESIGNER

CONTACT

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SKILLS

- **Languages:**
  - C++, Java, Python, TypeScript, PL/SQL
- **Tools:**
  - Vulkan Graphics API, React, Git, Perforce, Linux/Unix systems, Google Cloud Platform, CI/CD pipelines
- Low-level optimization
- Systems architecture
- Data-oriented design

PROFILE

I am a Gameplay Designer with 5 years of experience spanning an array of languages and development environments. In all roles I strive to thoroughly understand the systems that drive product success. I accomplish this through attention to documentation, exploration of broader domain knowledge, and an enthusiasm for asking questions and collaborating with peers.

WORK EXPERIENCE

Personal Leave   2022 - 2025
Caretaker
- Provided full-time care for an ill family member; Now committed and energized to return to full-time engineering work

Oracle NetSuite   2018 - 2022
Software Engineer
- Developed customer-facing features across full-stack web app, focusing on database query optimization, memory cache performance, and extending responsive UI systems while also regularly committing high priority bug fixes
- Established and documented coding standards and development workflows to more effectively collaborate across teams

Google   Summer 2016
Software Engineering Intern
- Implemented sample game content focusing on performance-sensitive components, gaining experience in low-level graphics programming and optimization
- Tested experimental Google Stadia SDK, documenting bugs and contributing to platform stability and early-stage feature validation

Google   Summer 2015
Software Engineering Intern
- Developed backend of a diagnostic web app for Chromium, enhancing performance issue detection and response times in an open-source project with 1000+ contributors
- Participated in code reviews and contributed to community discussions to improve project quality and collaboration

EDUCATION

Massachusetts Institute of Technology   2014 - 2018
B.S. in Electrical Engineering & Computer Science