
Nick Peters Luciani

Game Engineer

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SKILLS

LANGUAGES: C#, C++, Python, Java, Javascript, Lua, SQL

TECHNOLOGIES: Unity, Visual Studio, VS Code, Blender, Git, AWS, Trello, Jira

OTHER:

- Gameplay Systems
- Game Design
- Procedural Generation
- Networking in Unity
- Software Architecture
- Problem Solving

PROFESSIONAL EXPERIENCE

Software Developer, Martin Engineering | Neponset IL | August 2016 to Present

Developed new applications and features related to IoT and data processing via agile methodologies. Helped maintain and troubleshoot company software and systems. Provided technical support to address issues raised by both internal and external users.

- Developed an IoT mobile app for Android and iOS utilizing .NET Xamarin with features including user authentication, asset management, Bluetooth connection, and offline support
- Developed a secure REST API for use with mobile app and associated software systems using ASP.NET and AWS
- Developed backend systems using Javascript and Python in AWS that process collected data to determine asset status, analyze and predict trends, and track user actions
- Deployed mobile app and related software systems internationally to multiple regions within AWS and with several translations available
- Designed and documented software architecture, systems, and procedures via UML diagrams and word documents
- Performed manual functional testing on newly implemented features and processes using company provided equipment
- Maintained AWS account resources to ensure system health and to keep costs within budgetary constraints
- Maintained and contributed to multiple company code repositories using GitHub

EDUCATION

Bradley University, Peoria IL - *B.S. Computer Science - Game Technology*

AUGUST 2012 - MAY 2016

Completed courses in Java, C#, and C++ programming languages including material such as data structures, algorithms, operating systems, software engineering, database management, game design, and game modification. Worked on a team creating a mobile physics-based puzzle game developing minigame mechanics, hints feature, and localization support.