

Nicholas Gomes

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nickgomes82@gmail.com

Hempstead, New York 11550

EDUCATION

- **Bachelor of Science in Computer Science** *May 2012*
Hofstra University, Hempstead, NY
Major GPA 3.6; Cumulative GPA 3.34

TECHNICAL SKILLS

- Very proficient in **C, C++, C#** with most experience in Microsoft Visual Studio IDE
- Comfortable with **DirectX 11** and general computer graphics topics
- Competent in coding with **Python** and **Actionscript** scripting languages
- Familiar with **x86 Assembly** using the MASM assembler
- Experienced with object oriented and multithreaded programming.
- Familiar with 3D Math topics such as vector/matrix math and multivariable calculus.

RELEVANT EXPERIENCE

- **Assistant Programmer** *Summer 2011*
Hofstra University: Wiseman Research Lab, Hempstead, NY
 - Programmed and tested various protocols on sensor nodes in C.
 - Developed various functions for the sensors to perform geometric calculations.
 - Created and managed a Subversion source control server for the lab.
 - Wrote sections of a book chapter concerning sensor networks.
- **Intern Game Programmer** *Summer 2010*
Arkadium, New York City, NY
 - Programmed a particle editor for use in a general game engine using Actionscript 3
 - Developed an object editor for the Bingo Charms game using Actionscript 3
 - Created an installer for the CD-Rom version of Mahjongg Dimensions using WiX
 - Designed 20+ levels for Mahjongg Dimensions in XML
- **Summer Game Design Course** *Summer 2007*
Adelphi University, Garden City, NY
 - Developed two Flash games using Actionscript 2
 - Created art resources for the games developed
- **Webmaster** *Summer 2006*
Corner Kick International Inc., Southampton, NY
 - Developed and maintained a web site for the NY Hampton Surf soccer team using Dreamweaver

OTHER EXPERIENCE

- **Technical Support** *Present* **Hofstra Student Computing Services**, Hempstead, NY
- **Appropriations Chairman** *Present* **Hofstra Student Government**, Hempstead, NY
- **Founder and President** *Fall 2009* **Hofstra Game Design Club**, Hempstead, NY
- **Carpet Cleaner** *Summer 2009* **Griffith's Carpet Cleaning**, Southampton, NY
- **Maintenance Assistant** *Summer 2008* **MRF Inc.**, Miami, FL



August 19, 2010

To Whom It May Concern:

It is my pleasure to write a letter of recommendation for Nicholas Gomes.

Nick worked at Arkadium during the summer of 2010 as a programming intern. During his employment, Nick was responsible for developing several important tools for high-profile internal projects as well as helping out with numerous client projects.

One of Nick's main goals over the summer was working on a particle effects solution for Arkadium's programming template. Nick was able to produce a fully functioning editor in a very short amount of time. In addition, Nick took extra care to add personal touches and a high level of polish which resulted in a tool that the entire development team was excited about.

Nick was pleasure to work with. The code he produced was well thought out, well written, and very clean. Nick demonstrated an impressive knowledge of software design patterns and it is obvious that he put a lot of thought into his projects' maintainability and scalability. Nick's bright attitude and his ability to produce quality work quickly meant that the project management team was always excited to work with him.

Nick was a valuable addition to the Arkadium development team and I would not hesitate to recommend him.

Sincerely,

Ben Smith
Senior Programmer
425.736.8889



To whom it may concern,

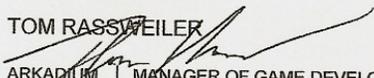
I hired Nick Gomes as an intern for Arkadium for the summer of 2010.

Arkadium is a mid-sized web game company working on many different projects for different clients, and more real work than we know what to do with. So I immediately started giving him tasks for existing clients. He did great work doing level development for iPhone games, and then we had him work creating content development tools for Facebook games and installers for games sold in stores. All of his work was release quality.

He integrated very well with the team, both working with the other interns as well as with the engineering staff. He gave a well-received presentation to the company as a whole, as well as presenting his own work periodically to the programming team.

Nick has a great fearless attitude about new technology and new challenges, and his self-confidence is not misplaced. By the end of the summer, several of the project managers were fighting over his skills for various projects.

I know we will miss his talents this coming school year.

TOM RASSWEILER

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