

Kaden Nugent

www.KadenNugent.net

Software Design Engineer

KadenNugent@gmail.com

Work Experience

Software Design Engineer II [Microsoft] May 2017 - Present

Gameplay programmer on the Minecraft Team.

Software Design Engineer I [Microsoft] May 2016 - Sep 2016

Contract worker for the summer, on the Minecraft Team.

- Saved time by collaborating directly with the design team to create internal tools that improved design implementation and iteration.
- Created game engine functionality to support new gameplay features.
- Implemented gameplay features in C++, compatible with multiple platforms.

CS TA and Grader [DigiPen Institute of Technology] Sep 2014 - May 2017

TA for CS120 and CS170 (High-Level Programming I and II, C/C++ Programming)

- Instructed and assisted students during open lab hours.
- Graded assignments and provided constructive feedback.

Student Projects

Producer and Technical Designer [Guardian of the Gears] Aug 2016 - May 2017

3D puzzle adventure; built in Unreal Engine 4 using Blueprints and some C++

- Won DigiPen's award for *Best Senior Game 2017*.
- Worked directly with other designers and artists to solve unique level design problems created by our puzzle mechanic.
- Prototyped and polished several levels, puzzles, and other level elements.
- Created all menus, which switch fluidly between controller and keyboard/mouse.
- Kept track of tasks, scheduled deadlines, and ran meetings for 11 people.

Lead Gameplay Programmer and Designer [Animus Fault] Apr 2015 - May 2016

3D arcade FPS with a twist; built in a custom game engine in C++ with Lua integration

- Won DigiPen's award for *Best Junior Game 2016*.
- Designed all levels, tutorial, and hub room, complete with enemy movement, player interaction, and technical limitations in mind.
- Integrated Lua binding and gameplay backend using LuaBridge and LuaJIT.
- Wrote player controller, weapon functionality, and other gameplay scripts.
- Kept track of tasks, scheduled deadlines, and ran meetings for 16 people.

Gameplay/Engine Engineer [Elementium] May 2014 - Apr 2015

2D networked elemental fighter; written in C++ with Lua integration

Gameplay/Engine Engineer [Mansion Mashers] Jan 2014 - Apr 2014

2D hack and slash; written in C; graphics library provided by DigiPen

- Won DigiPen's award for *Best Freshman Game 2014*.

Languages

C/C++

Lua

Java [Familiar]

C# [Familiar]

Python [Familiar]

Tools and API

Visual Studio

LuaBridge and LuaJIT

Git and Perforce

Unreal Engine 4

Maya

GIMP 2

Qt

Slack

Asana Task Tracking

Visual Studio Online

Microsoft Office Suite

Design

Systems Design

Level Design

User Experience Design

Interface Design

Rapid Prototyping

Coding Techniques

Multithreaded Development

Cross-platform Development

Component-Based Design

Data Oriented Design

Skills

Interdisciplinary Collab.

Script Binding/Scripting

Level Design

Gameplay Programming

User Interface Programming

Engine Architecture

Linear Algebra and Calculus

Education

Bachelor of Science in Computer Science in Real-Time Interactive Simulation

Graduated May 2017

DigiPen Institute of Technology (Redmond, WA)

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