

Nicholas Perell

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SKILLS

- C#, Svelte, TypeScript, TailwindCSS, CSS, C++
- Unity, Ink, Yarn Spinner, uGUI, UI Toolkit
- Firebase (real-time database, firestore, storage, functions), Azure (tables, functions)
- Git, GitHub, VSCode, Visual Studio, Notion, Confluence

WORK EXPERIENCE

Lead Programmer August 2025–Present

Over-Extended Games | Remote, MA

- Programmed [FOOTSLOG](#), a first-person boomer shooter with a unique interactive reload built in Unity
- [Architected project](#) to adhere to Single Entry Point while using Editor Initializers in non-base scenes to ensure developers could still click play from other scenes
- [Built tool to slice levels](#) into zones for optimal chunking as the player progressed to each room, allowing the level designer to still work in one scene with clear gizmos and simple hierarchy rules
- Constructed the game's HUD and UI using UI Toolkit aided by custom frameworks like a “TailwindUSS” tool

Software Developer May 2024–August 2025

Virtual Maker | Remote, MA

- Prepped the interactable objects/props for a client’s VR, Multiplayer-Netcode game. Included a selfie stick that uploaded the photos to the user’s gallery through Firestore and Firebase Storage
- Full-stack web development work on internal projects and Unity work on B2B contracts
- For [Buildalon website](#): worked with C#, Azure tables and functions, Octokit.Net, and Stripe API on the back-end. Created the front-end with Svelte, TailwindCSS, and TypeScript

Game Programmer March–August 2023

1Ton Games | Remote, NY

- Refactored existing architecture (e.g. event systems, popups, analytics, & puzzle generation) and coded new features (e.g. “reveal” power, friend leaderboard, & tutorial system) for the word game, [Addagrams](#), to launch in May 2023 on both Android and iOS (5K downloads in 1st month)
- Halved file sizes and decreased read time of puzzle data by converting from JSON to binary

PROJECTS

Programmer May 2022–May 2024

[Artemis](#)

Solo

- Open-source, narrative tool for Unity that accesses gameplay conditions for relevant, timely narrative delivery
- Developed 9 unique scriptable objects responsible for flags, narrative logic, and asset creation
- Implemented code samples, symbol compilation, saving/loading capabilities, custom editors, and user documentation

Technical Director, Narrative Director August 2021–May 2022

[Project Nautilus](#)

Team Size: 21

- First-person, exploration-based game built in Unity where the player takes the role of a remote drone operator working for Isthmus, a mega corporation, piloting into the unknown depths below
- Coded the sparse voxel octree used for the enemy pathfinding, the game’s narrative system, and customizable subtitle UI that utilized Ink tags. Also managed 4 other programmers
- Oversaw the pipeline for narrative delivery of: 50 emails, 70 voice lines, and the opening/[ending](#) sequences
- Worked in agile, 1-week scrum sprints with a total of 471.68 hours logged

EDUCATION

Champlain College | Burlington, VT

August 2018–December 2022

*Bachelor of Science Degree in **Game Programming** with a minor in Writing*