

# Nick Barber

## Software Engineer | Game Developer

NickBarber@HushFinGames.com | www.nickbarbergamedev.com

### Work Experience

- Oct 2022 - Current | Hush Fin Games  
Owner
- Aug 2022 - Current | Lost Boys Interactive  
Senior Software Engineer
- Jun 2021 - Aug 2022 | Verizon Labs  
Software Engineer (Contracted)
- Oct 2019 - Jun 2021 | 1<sup>st</sup> Playable Productions  
Software Engineer
- Mar 2018 | Harrisburg University  
Developer | Summer Camp Teacher

### Achievements

- Mar 2019 | Intel Most Innovative  
Student Showcase
- Feb 2018 | GGDA Best in Georgia  
Global Game Jam
- Jan 2017 - Jan 2019 | SCAD GDN Club Officer  
Meeting and Speaker Coordinator

### Education

- 2019 | Savannah College of Art and Design  
BFA Interactive Game Development
- 2015 | Cumberland-Perry Vo-Tech  
Computer Information and Systems
- 2015 | Boiling Springs High School  
High School Diploma

### Shipped Products

- WWE 2k24
- Those Who Crawl
- WWE 2k23
- Yum Yum Cookstar
- Bluejeans Spaces
- Cooking Mama Cookstar
- Disney Snaps

### Tools

C++ | C# | Python  
Unity 3d  
Unreal 4 - 5  
Maya | Blender  
Git | SVN | Perforce  
Jira | Jenkins | Bugzilla

OpenGL | Vulkan  
GLFW | SDL  
Dear ImGui  
Wwise  
Photoshop  
Xbox | Sony | Switch Sdks