

Erik Nolan

Game Developer

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PROFESSIONAL SUMMARY

Highly motivated and skilled game developer with a strong foundation in programming languages and game engines. Proficient in designing and implementing complex game mechanics. Adept at collaborating with cross-functional teams to create engaging and innovative gaming experiences. Committed to staying current with industry trends and improving development processes to drive project success.

SKILLS

- Programming Languages: C++, C#, Python, SQL
- Source Control: Git, Perforce
- Game Engines: Unreal Engine, Unity, Godot, Game Maker
- Project Management: Trello, Jira

ACADEMIC EXPERIENCE

Lead Developer

November 2021 - September 2024

Capstone Project (Reign of the Necromancer)- Full Sail University

- Led a team of three other developers to create a First Person Dungeon Crawler using Unreal Engine
- Utilized Perforce to handle Source Control, and Jira to plan new features and maintain changelogs

Gameplay Programmer

January 2023 - March 2023

Midterm Project (Guns Blazing)- Full Sail University

- Programmed Player Movement and Weapon Design for a First Person Shooter game in Unity
- Designed and built four levels with assets from the Unity Store

EDUCATION

Bachelor of Science in Game Development (B.S.)

September 2024

Full Sail University, Winter Park FL

PROJECT LIST

Solo Developer | Iji Archipelago Item Randomizer

February 2025 - Present

- Developed an item randomizer modification for the indie game Iji using Game Maker 8
- Wrote randomizer logic within Python to be compatible with the existing Archipelago Multi-Game Randomizer

Lead Developer | Rollacle of Seasons (GMTK Game Jam 2022)

July 2022 - July 2022

- Developed a 2D platform puzzle game in Unity with one other developer
- Designed ten puzzle levels utilizing the game's unique mechanics and physics