



Nolan Casey

Computer Science and Game Development Student

Work Experience

IT Operations Shop Tier 1 Technician – Michigan Tech August 2022 – Present

- Train new IT Technicians
- Manage, troubleshoot, repair, and deploy Windows, Mac, and Linux computers
- Manage network connectivity for computers across campus
- Positively interact with customers

Embedded Coding Intern – Nexteer Automotive Summers of 2023-24

- Develop internal software using Python and C# to streamline processes
- Check data against an online database and automatically update local databases
- Create a database along with a website to interface with the database

Leadership Experience

VP of Technology – Husky Game Development January 2024 – Present

- Maintain the Husky Games lab
- Manage user accounts
- Grade teams on their assignments and presentations and be a resource for them if they have questions or conflicts

Projects

Raise Your Wand - <https://nc543.itch.io/raise-your-wand>

- Made in the Godot game engine
- Created for May's "Minigame a Month" game jam

Monstrous - <https://huskygamedev.itch.io/monstrous>

- Made in the Unity game engine
- Created as part of a team of students in Husky Game Development
- Source code available on Github: <https://github.com/HuskyGameDev/2022f-team5>

Terrain Generator - <https://nc543.itch.io/generator-thingy>

- Made in the Unity game engine
- Created for experimentation with procedural terrain generation, player controllers, and perlin noise

Contact

Phone

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Email

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Location

Ithaca, Michigan

GitHub

<https://github.com/nc5432>

LinkedIn

<https://shorturl.at/MbxB8>

Education

Expected Graduation May 2026

Michigan Technological University

- Bachelor's in Computer Science
- Minor in Business
- 3.57 GPA

Skills

Programming

- Experienced in Python, C#, and GDScript
- Fluent in Java, C, HTML, and CSS
- Self-taught in many areas of programming
- Recipient of the first Nexteer Automotive Generation Next Embedded Coding Scholarship

Tools

- Versed in Microsoft Office, Google Workspace, and Libre Office
- Proficient using Premiere Pro, Davinci Resolve, Photoshop, Gimp, and Pixlr
- Daily-Driven both Windows and Linux
- Utilized both Unity and Godot game engines