Nick Cummings *he/him*

Creative game programmer and designer with a talent for crafting human-centered experiences, building multidisciplinary teams, and empowering others through education, coaching, and mentorship

email: nick@nickcummings.com | portfolio: whymog.net | linkedin.com/in/nickcummings | Portland, Oregon, United States

WORK EXPERIENCE

Freelance Game Developer   Portland, OR   January 2024 – Present

Game Developer (Contract), New Beings • January 2024 – February 2024

• Designed, programmed, and launched a desktop and mobile top-down shooter game for a large client
• Developed key systems and features: movement, weapons, progression, debug tools, external leaderboards

Software Engineer II   Booking.com – Amsterdam, NL   September 2022 – July 2023

• Developed and maintained an internal strategic architecture mapping tool
  • Built front-end application using React, TypeScript, Cytoscape.js, and internal component and style libraries
  • Wrote all interface copy, user guides, and technical documentation
  • Developed prototype into a live, cloud-hosted application with real-time data and sharing features
  • Established UX/interaction patterns, including custom keyboard, mouse, and trackpad controls
• Developed a new homepage video unit featuring dynamic social media content to increase bookings

Engineering Manager   Zapier – Portland, OR (Remote)   August 2020 – August 2021

• Established, hired, and managed a team of three full-stack engineers who designed, programmed, documented, and launched key internal and user-facing tools and APIs for Zapier's in-house user support team
• Mentored each team member through weekly one-on-ones; identified and tracked goals for personal growth
• Led technical systems migration from Help Scout to Zendesk; launched on schedule with no downtime
• Owned the team's roadmap and goals; led sprints and retros to improve efficiency

Freelance Game Developer   Various – Portland, OR   August 2019 – June 2022

Independent Game Developer • August 2019 – June 2022
Part-time Faculty, Portland Community College • August 2019 – February 2020

• Built and improved front- and back-end systems for *Be Funny Now!*, a live-service multiplayer party game
• Designed and developed *Trash the Planet*, an environmentally focused narrative game
  • Led a small team of designers, artists, musicians, and writers from a prototype to a full-length released product
  • Designed and programmed the full game with novel mechanics that evolve over time
• Designed ten new courses for Portland Community College's game development curriculum

Senior Software Engineer   Instrument – Portland, OR   November 2018 – August 2019

• Worked with clients and directors to plan, build, and ship web and live-service VR applications
  • Designed and implemented playback, interaction, and social features for NBA and NFL VR apps
  • Developed and launched brand pages for companies like Twitch and Meta
• Mentored junior and mid-level developers with a focus on code quality, sprint planning, and documentation

Software Engineer Squarespace – Portland, OR February 2015 – November 2018

• Developed internal business apps that enabled teams to serve millions of customers
• Co-created and taught Code Camp, a six-week full-stack programming bootcamp for first-time developers
• Developed and supported major Help Center features and updates, including GDPR compliance and live chat
• Established Support Tools Developer role; responsible for user support email/live chat intake systems and support agent tooling; later co-founded Support Systems Engineering

User Operations Specialist Meta – Austin, TX March 2011 – September 2013

• Wrote top Help Center articles to reduce incoming tickets; mentored and edited other content writers
• Formal mentor to new hires on my team; met one-on-one to set goals and coach through adversity
• Developed automated systems to find and remove millions of fake accounts
• Improved account memorialization policies and support process by analyzing thousands of interactions, conducting user interviews, and measuring satisfaction

VOLUNTEER EXPERIENCE

Software Engineer Helping Hands — Portland, OR (Remote) April 2020 – July 2020

• Front-end developer for Helping Hands, a nonprofit COVID-19 support network
• Designed and maintained main website; ensured contact channels and key info were current and accessible

Volunteer and Speaker Portland Indie Game Squad — Portland, OR October 2018 – March 2020

• Conducted an educational workshop to introduce non-programmers to source control management with git
• Presented two Talent Talks: "What Is an Interface?" and "Making Interactive Fiction Games with Friends"
• Assisted with setup and teardown at game jams, showcases, and other events

EDUCATION

Bachelor of Arts, Journalism Robert D. Clark Honors College, September 2004 – September 2008
University of Oregon — Eugene, OR

• Earned a B.A. in Magazine Journalism and minors in Multimedia and Communication Studies
• Thesis: *The Uses and Gratifications of Communication in Virtual Spaces*
• Associate Editor for *Flux Magazine*; managed multiple story teams of reporters, photographers, and designers
    • Gold Crown winner, Columbia Scholastic Press Association, 2009
• Dean's List, winter 2008

LANGUAGES

JavaScript – React, Node.js, TypeScript, Vue.js, Cytoscape.js
Python – Django, Flask
C# – Unity
Lua – Defold, PICO-8

SKILLS

Narrative, UX, and technical writing • Visual design (Figma, Adobe Creative Cloud)
Technical project management (Scrum, Jira, Trello, Asana) • Interactive storytelling
Cloud Services (AWS, Azure PlayFab) • Containers (Docker, Kubernetes)
Source Control Management & CI/CD (GitHub, GitLab, Bitbucket)