

# Nikolas George

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## EDUCATION

### Southern New Hampshire University

Manchester, NH

Bachelor of Science in Computer Science, Concentration in Software Engineering; GPA: 3.83

December 2027

Relevant Coursework: Data Structures and Algorithms, Software Security, Systems Analysis and Design, Software Development Lifecycle, Operating Platforms, Programming Languages, Application Development, Databases; In Progress: Software Testing and Quality Assurance, Computational Graphics and Visualization

Honors: President's List (x6); Dean's List (x6); Honor Roll (x6)

### Norco College

Norco, CA

Associate of Science in Computer Science; GPA: 3.33

December 2024

## EXPERIENCE

### Naval Sea Systems Command (NAVSEA)

Norco, CA

*Project Intern*

June 2022 - August 2022

- Cleansed and prepared 10,000+ NATO data sets for machine learning workflows, improving data quality and downstream analytical readiness
- Collaborated across the team to unblock data-preparation challenges while working under a Secret security clearance

## PROJECTS

### Wire and Rifles

Remote

*Project Lead*

February 2026 - Present

- Lead a 5-person team building a Unity 6 WW1 multiplayer prototype centered on objectives, team coordination, and first-playable systems
- Own the server-authoritative networking layer (FishNet) — typed SyncVars and client-side prediction replicating tickets, capture objectives, and the down/revive flow across clients
- Drive implementation and iteration across movement, team logic, capture objectives, tickets, down/revive flow, HUD feedback, and match pacing

### Discord Bot Development

Remote

*Personal Project*

June 2025 - Present

- Built and maintain a Discord bot for private-server media playback, integrating public APIs and third-party libraries

### Assorted Steam Workshop Project Mods

Remote

*Personal Project*

November 2024 - Present

- Lead development, released and gave post launch support for custom Warhammer 3 mods, helping collaborators recover when implementation stalled and maintain project momentum
- Published mods on Steam Workshop, totaling 13,211+ unique downloads

### "Apex Protocol" Overwatch Rework

Remote

*Personal Project*

April 2019 - January 2024

- Led a 5-year game development initiative, defining design direction, balancing systems, and iterative releases with peers and testers
- Version-controlled the project on GitHub and released it on Workshop.codes, reaching 11,500+ views and 5,000+ downloads

## SKILLS

Technical: Python, Java, C/C++, C#, JavaScript, SQL, Rust, Assembly; Unity, .NET, OpenGL, Git, GitHub, Visual Studio, PyCharm; REST APIs, client-server networking, secure coding, OWASP Dependency-Check, SDLC, Agile, UML, debugging, machine learning data preparation