

Nando Cordeiro

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SUMMARY

A dedicated programmer with experience in both technical and creative spheres. Eager to apply my skills within a mission driven organization and learn from those with more experience in order to build meaningful software.

EDUCATION

DePaul University

B.S. in Sound Recording Technology (GPA 3.267)

Chicago, IL

Expected June 2025

EXPERIENCE

NonNobis Games

Feb 2023 - Feb 2024

Audio Programmer (internship)

- **Redesigned audio multiplayer networking code** to be more unified and consistent across the codebase, making for ease of reuse and a better auditory experience for the player
- **Created a brand new audio playback system** for clients playing the game, where higher detail stereo 2D sounds are heard for owning clients and mono 3D sounds are played at location of viewed clients, all done within 1 short script of code and 1 audio file
- **Programmed 2 custom Audio Volume tools in C++** for ambient sound zones, allowing for very precise setups in levels using the brush editing tools instead of Trigger Boxes
- **Restructured most hard references** of audio files to soft references instead, reducing load times and memory use across the project by 75%
- **Worked fully remote on the project**, independently managing time for tasks and accomplishing them

Innovatrium

Mar 2022 - Nov 2022

Game Design Lead (contract)

- **Led a team of 8 people as creative and technical designer** in the DAWG game design competition (Developing Airmen With Games), making it to the final round of the competition
- **Developed a simulation mobile game prototype** to asses fundamental Airman competencies, evaluating 11 different soft skills through the medium of video games

PROJECTS

VRM4U Procedural Mouth Animation Tool

Jan 2024 - Present

- **Extended the open source Unreal Engine plugin VRM4U** to include a procedural mouth animator for characters, accomplished by analyzing formants and syllables in speech

VOLUNTEERING

Meetup Group Organizer

September 2022 - Present

Chicago Unreal Engine Heroes

- **Organized and hosted meetings** at DePaul University for the Chicago chapter of the official Unreal Engine User Group (379 members), increasing networking opportunities for collaborative projects in the Chicago game development community

Skills

- | | | | | | |
|--------------|----------------------|-------------------|------------------------------|-----------------------|------------------------|
| • C++ | • OOP | • Git, Subversion | • Debugging | • Network Programming | • Javascript HTML, CSS |
| • C#, Python | • Data Driven Design | • SQL | • Agile Software Development | • Game Development | • React |