

Nickolas Mayfield

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Software Engineer, October 2016 - January 2018

42 Silicon Valley | 42.us.org | San Francisco Bay Area, CA

- Built non-trivial software, including a Wolfenstein 3D ray-casting game
- Worked as leader in teams of up to 5 on a variety of projects
- Built math, string, and graphics libraries
- Used SSE2 intrinsics, multithreading, OpenCL and OpenGL

Software Developer, June 2017 - Current

Freelance | psdrndm.com | San Francisco Bay Area, CA - Columbia, MO

- Programming, including iOS, web, eCommerce, data storage
- Create custom tools for clients
- Assisted in conceptual development of client products
- Graphic design

Software Developer, June 2013 - October 2016

Kelly Sports Properties | kellysportsproperties.com | Columbia, MO

- Programming, iOS (native) and web
- Database Design
- Product conceptualization
- Graphic design (print and web)

Four-Color Press Operator, October 2008 - June 2013

Kelly Press Inc. | kellypressinc.com | Columbia, MO

- Operate and maintain 4-color press and bindery equipment
- General plant maintenance
- Graphic design (print)

Programming Projects/Works in Progress (that I can/will talk about)

Candlemouse - Game

psdrndm lib - Graphics library

Raabit - Startup

Typorama - Open Source Project

Wolf3D - Raycasting Game