

Terrance Niechciol

Skills

Languages

- C/C++
- Javascript
- Java
- Haskell
- Python
- Lisp
- Scala
- Nimrod

Platforms

- Web
- Desktop
- IOS
- Android

Technologies/Libraries

- OpenGL/GLSL
- GLES 2.0 (both Android and WebGL)
- LWJGL
- LibGDX
- SFML

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eat.sleep.build

Work Experience

Remind

Jan. 2015 - Aug. 2015

- Replaced a prototype chat backend with a separate chat service named hermes, that stores messages using dynamoDB
- Updated SMS and Email handling to support chat
- Rewrote major parts of the web dashboard using React to bring it to feature parity with the mobile clients

A Thinking Ape

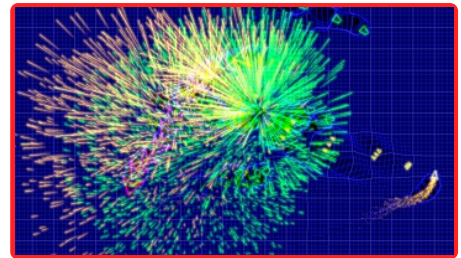
May 2013 - Aug. 2013, Jan. 2014 - Aug. 2014

- Developed the iOS frontend of a prototype poker app focusing on home games. Eventually became [Pineapple Poker](#)
- Created and improved analytics tools on the metrics team
- Developed frontend features for a 3d racing game on Android, including an interactive map, and the movement/drifted animation for the cars using GLES 2.0

Personal Projects

Geometry Wars Clone

- 2D, top down space shooter with deformable grid, particle effects, and a neon glow effect
- Particle simulation (including grid) runs on the GPU by using framebuffers to store position/velocity, with shaders to update the simulation
- Written in Scala using LWJGL



ATA Co-op Hackathon Game

- 2D multiplayer platformer deathmatch game, where players have the ability to create spheres of influence that remove collision with the level
- Created for a 48-hour co-op student hackathon at A Thinking Ape with two other engineering co-ops and two full-time artists
- Written in Java and libGDX



Deferred Renderer with SSAO

- Albedo, depth, and surface normals are stored in two textures, then combined for the lighting pass, which only has to be run per-pixel instead of per-fragment
- SSAO is implemented Crysis-style by sampling the depth information in the G-Buffer to approximate the scene geometry
- Written in Scala using LWJGL



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- Haskell webapp running on top of lighttpd

School

Pursuing a Bachelor's in Computer Science from the University of Waterloo