Nelson Jorge Pires Jr.

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EDUCATION

Worcester Polytechnic Institute (WPI), Worcester, MA   May 2024
- Bachelor of Science in Computer Science - Distinction
- Bachelor of Science in Interactive Media and Game Development - Distinction
- **Awards and Societies:** Dean's List, NSBE, Alpha Psi Omega, Residential Advisor

SKILLS

Languages: C/C++, Blueprints, C#, Python, Svelte/Sveltekit, JavaScript, WebGL, Java, Oracle SQL
Development Practices: Agile/Scrum, Full-Stack Development, UI/UX Design, Product Management
Software/Tools: Unreal Engine, Jira, Git, Figma, Unity

EXPERIENCE

Technical Assistant | City of Boston – Inspectional Service Department (ISD)   May 2025 – Jun 2025
- Developed pdf stamp interpretation via JavaScript in Bluebeam Revu for digital stamps usage by ISD Plan Examiners
- Supported new software adoption for zoning and building reviews through stamp updates for the entire ISD staff
- Collaborated with ISD reviewers and IT staff to implement accurate stamping workflows

Lead Programmer, Co-Lead Game Designer, and Co-Producer | Clean Sweep   May 2023 – Present
- Organized a multidisciplinary team of 30 to develop a 3D narrative driven action RPG game in Unreal Engine 5.3
- Designed and implemented core gameplay systems and story mechanics in both C++ and Blueprints including AI combat behavior and a combat framework using the Gameplay Ability System (GAS)
- Managed a detailed production schedule for asset and code delivery to reach deadlines including our PAX East showcase and internal Demo release
- Collected player feedback through forms and interviews and incorporated player feedback iteratively for every release
- Analyzed Lyra to guide development of reusable systems as well as Unreal standards and best practices
- Authored documentation, tutorial videos, design docs, and instruction manuals to support and bolster team production
- **Awards**: People's Choice MQP Award from WPI

Teaching Assistant POP | Worcester Polytechnic Institute   Jun 2024 – Aug 2024
- Instructed high school students on game development fundamental using Blueprints in Unreal Engine 5.3, fostering hands-on learning through guided projects
- Authored and delivered multiple lesson plans focused on core engine features
- Mentored students in both troubleshooting and design thinking to enhance their problem-solving skills and confidence

Programmer WPI Intentional Design Studio (iDeaS) | Free Body Diagram   May 2023 – Sept 2023
- Developed new and maintained existing gameplay features for an educational mobile game in Unity (C#), aimed at teaching mechanical engineering concepts to students at Bucknell University and WPI
- Improved the companion website in Svelte and Python backend to improve tracking user data including completion rate of assignments, incorrect answers, and general app usage statistics
- Contributed to a successful launch on Google Play and the App Store