

# Cover Letter

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Resume Cover Letter  
<http://estss.com/NickShin/INFO/resume.php>

Nickey C. Shin  
*(Due to the high profile projects I have worked on, I have taken my home address and phone number off these pages.)*

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Thank you for taking the time to read this.

First, a little bit about myself before going into the type of work I am interested in.

I have a passion for electronics. It is exciting how a box of wires and chips put together can bring so much joy to the people using them. Most of the projects I have worked on reflects my enthusiasm and interest in electronics and computers.

As you read through my resume, you will see that I am experienced in many different skills and the work years to go with it. I like to have fun with what I am working on. But I also like to see what today's technologies can be pushed to.

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Now, the kinds of **work I AM** looking for: Fun projects and mentoring.

**Embedded** systems and **real time (video gaming)** are my field of expertise. I am interested from starting at the research and development phase; learning the new technology that challenge my skills; to implementing them. Projects requiring **data acquisition** (real world data input - manually or automatically), data display (**GUI**) and data communications (**networking** or other methods) are my primary interests.

Ever since **HTML5 and WebGL** have been available - this has become my main focus powering all of my projects currently. I continue to write server-side generated page scripts (**NodeJS**, PHP, C/fast-cgi, etc.) and client-side created pages (primarily with JavaScript and the myriad of frameworks available for it).

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I have also designed, setup and brought online - small and medium sized automated **high availability** systems. Although these are now provided by a number of service providers (such AWS, GCE, Rackspace, etc.) - I still make some on-site for internal and proprietary needs.

For more details on what I used day to day, please take a look at my **sample code** and my 'cheatsheet' notes I have made available to the public at:  
<http://estss.com/opensource/cheatsheet.php>

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The following is primarily for cold calling recruiters. Offers I am **NOT** looking for:

- Supporting old, dying or dead tech
- I do not want a (tech) documentation writing offer. I will only write documentation on projects that I have been involved with from the beginning.
- Do not call me if the job is for a tech support monkey position, a lab (maintenance) baby sitter or a tester position (where the fun work has already been completed).
- But, if there are needs for solutions in designing the lab infrastructure or there are needs for designing new testing applications, then I "might" consider the offer.

Do **NOT** contact me about joining your resume search engine either. All of those requests will be ignored.

Please **DO** include a description of the offer when you contact me about your inquiry. Offers that are not specific will result in longer reply delays.

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Thank you again for taking the time to read this letter.  
Have a Nice Day!

[Nick Shin - nshin@estss.com](mailto:nshin@estss.com)

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Contact Information

< available upon request >

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Latest and most up to date resume/CV can be found at:

<http://estss.com/NickShin/INFO/resume.php>

[nshin@estss.com](mailto:nshin@estss.com) -- Please contact me via e-mail.  
You will have a better chance of reaching me and then setting up a day and time for a phone call.

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**Employment Objective**

To bring my deep experience in computer programming from the creative and imaginative field of the video gaming industry to new challenging projects and opportunities. Along with my electrical engineering hardware skills, brings extensive physics, mathematic and logic problem solving skills. Yet, am business conscience by keeping an eye on the company's needs, by being analytical, methodical and highly organized.

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**Skills and Experience**

For more information about the places I have worked at:

<https://www.linkedin.com/in/nickshin/>.

I have written sample code made available to the public:

<http://estss.com/opensource/cheatsheet.php>.

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**Work Experience**

- **Phosphor Games (2015-current) Principal Software Engineer**
  - Platform Developer Epic Games: Unreal Engine 4.10 - 4.16 (HTML5 platform)
    - HTML5 emscripten integration with web assembly and WebGL2 features
  - Gemini: Heroes Reborn (Playstation4, XboxOne, PC, Unreal Engine 4.9)
- **Scientific Gaming/WMS industry (2010-2014) Principal Software Engineer**
  - Developed to market (trial-capacity) the mobile tablet gaming project
  - See the live trial [BetCloud flyer here](#)
  - All HTML5 content, no App store restrictions, compressed time line
- **LuxoFlux Studio (2008-2009) Networking and Gameplay Engineer**
  - Transformers 2: Rise of the Fallen
  - integrated Xbox Live and Playstation Network connectivity for multiplayer gamemode
  - join in progress and host migration, packet crafting/message shaping, invites, friends, parental controls, voice/chat and more
- **Midway Games (2001-2007) Systems and Gameplay Engineer**
  - Mortal Kombat vs DC Universe
  - Mortal Kombat: Armageddon
    - Motor Kombat
  - Mortal Kombat: Deception
    - Puzzle Kombat
  - Mortal Kombat: Deadly Alliance
    - 1st console by team
  - Touchmaster - last Coin-Op production

**Computer Skills**

- **Operating Systems:** LINUX; BSD; OSX; Windows.
- **Languages:**
  - High Level Languages: C, C++.
  - Interpreters and command-line utilities: Perl, Python, Sed, Awk -- favorite shell: **BASH/BusyBox**
  - Web Specific Languages: HTML(5), PHP, Javascript (including Node.JS modules/environment).
  - Experience with: GoLang, Elixir, Ruby, C#, Java
- **Software:**
  - Integrated Development Environments: Microsoft's Visual Studio, Xcode and Eclipse - favorite editor of choice: **VIM**..
  - Digital graphics applications: Photoshop, Gimp, Illustrator, Inkscape, Unity3D, UE4, Blender3D, and other graphic editors.
  - Digital audio applications: Audacity and other audio players and editors.
  - Documentation applications: Microsoft Office (Word, PowerPoint, Visio, Excel), OpenOffice (Write, Impress, Draw, Calc) and other editors - favorite documentation of choice: **HTML5/Markdown**.
- Familiar with and understand many:
  - network layers: (3)IPv4, IPv6, ICMP, (4)TCP, UDP, (5)NFS, SMB, a lot of layer 7 applications:
    - AMQP, DHCP, DNS, HTML, RTSP, RPC, SIP, SMTP, STUN, telnet/SSH, XMPP and others
  - video file formats: OGG(theora), MPEG (1,2,4:H.264/QT6), WMV, AVI, FLV, VOB and others.
  - audio file formats: OGG(vorbis), WAVE, MODS, MP3 and others.
  - graphic file formats: PNG, BMP, PCX, TGA, TIFF, GIF, JPEG and others.

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**Education**

**University of Illinois at Champaign-Urbana**

Received Bachelor of Science in **Electrical Engineering** in May 1998.  
And Bachelor of Science in **Computer Science** in May 1998.

Last updated March 2017.

[Nick Shin - nshin@estss.com](mailto:nshin@estss.com)