

```
string NicholasNgAfook (blob experience) {
    return Programmer_CV;
}
```

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EDUCATION	2010 – Present	triOS College Video game Design & Development
	June 2009 – August 2009	The Ogburn School (Online Institution) U.S. High School Diploma
	1995 – 2000	St. Mary's College, Port-of-Spain, Trinidad. Completed High School.
SKILLS	Software	Visual Studio 2010, Flash, Unity, Microsoft Office, SVN, Maya, Hammer
	Languages	C++, C#, AS3, HTML5, JavaScript
	Frameworks	XNA, DirectX, Windows Mobile, DFSDK
	Technologies	AI, Path finding (A*), Finite State Machines, Messaging, Optimized Collision Detection, Breadth first and Depth first searching
INTERESTS		Playing video games, making video games, playing guitar, meeting people, shiny technology, breaking code to fix it again, learning more about my industry

