

# Alex Nischwitz

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## PROFESSIONAL SUMMARY

Passionate Software Engineer with 6+ years of experience in AAA game development and real-time graphics systems. Masters degree in Software Engineering with focus in Real-Time Game Systems. Experienced in multi-platform development across PC, & consoles: Nintendo Switch, PlayStation, and Xbox. Proven track record of CPU and GPU optimization, memory management, multi-threaded programming, and cross-functional team leadership. Knowledgeable of how large codebases are architected and implemented.

## SKILLS

Game Engines & Frameworks: OpenGL, DirectX 11 & 12, Proprietary Engines, Unreal Engine 4 & 5  
Programming Languages: C, C++, C#, GLSL, HLSL, Batch & Powershell, Python, Unreal Blueprints  
Platforms: Microsoft Windows, Nintendo Switch 1 & 2, Playstation 4, Xbox One  
Tools: Perforce, Subversion, SlickEdit, Visual Studio, Jira, Confluence, DBeaver, Various Profilers, Docker  
Libraries: Curl, Flatbuffers, JSON, RAD Bink, Nintendo SDK, PS4 SDK, GDK

## WORK EXPERIENCE

**Software Engineer T2 - Shiver Entertainment Inc. (Nintendo)** June 2021 – Present

WWE 2K26 (AAA) | Nintendo Switch 2 | Proprietary Engine

- Updated and refactored platform file system architecture including file i/o and save data systems.
- Implemented various cpu optimizations saving 10+ ms of cpu frame time in release.
- Oversaw and made changes to pipelines for building and packaging Switch 2 assets.
- Mentored developers on platform-specific workflows.

WWE 2K25 (AAA) | Nintendo Switch 2 | Proprietary Engine

- Led engineering team to port 3D rendering system, including render and compute shader graphics.
- Implemented platform-specific features: file i/o, save data management systems, and networking.
- Debugged and resolved critical crashes and release blockers under tight deadlines.
- Designed controller input solutions for single Joy-Con gameplay mode.

Mortal Kombat 1 (AAA) | Nintendo Switch 2 | Unreal Engine 4

- Optimized story mode load times through asset streaming and memory management.
- Extended features and fixed bugs in Nintendo Switch build and package toolchain.

Hogwarts Legacy (AAA) | Nintendo Switch | Playstation 4 | Xbox One | Unreal Engine 4

- Coordinated with teams on audio, animation, art, and gameplay optimizations and reductions.
- Tracked and planned tasks to maintain velocity on performance and memory targets.
- Optimized rendering and engine systems for speed and memory efficiency
- Extended features and fixed bugs in Nintendo Switch build and package toolchain.

**Programmer - Dark Catt Studios** Aug. 2018 – Feb. 2020

Djinni & Thaco: Trial by Spire | HTC Vive | Oculus Rift & Rift S | Unreal Engine 4

- Coordinated with other departments to implement audio, animation, art, and gameplay.
- Designed and implemented main game loop, Menu UX/UI, Audio Manager, Save System, etc.

## EDUCATION

**DePaul University, M.S., Software Engineering (Real-time Game Systems)** Aug. 2018 – May 2021

**Otterbein University, B.S., Computer Science** Aug. 2014 – May 2017