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NICKOLAS SANTIAGO

OBJECTIVE

To obtain an internship or full-time position as a front-end developer.

EDUCATION

Rochester Institute of Technology – Rochester, NY
Bachelor of Science: New Media Interactive Development
Expected Graduation: May, 2017

SKILLS

LANGUAGES

- Proficient in HTML/CSS/JavaScript
- Experience with multiple JavaScript libraries
- Introductory understanding of PHP/C#

SOFTWARE

- PhotoShop/Illustrator
- Unity/3dsMax
- Arduino

PROJECTS

Fragile Equilibrium (Aug. 2016 – Dec. 2016)

HTML, CSS, JavaScript

Developed the game's various buttons and HUD based on designs from other team members.

Ensured the menus were compatible with an Xbox controller.

Inspire (Dec. 2015 – May 2016)

C++ (OpenFrameworks)

Worked with a mixed team of developers and designers.

Researched and prototyped multiple APIs and similar projects.

Worked on the project's projection timer and ensured image proportions.

Presented the project at ImagineRIT 2016.

Work History

RIT Dining Services (Jan. 2013 – May 2016)

Student Employee

Maintained high standards of professionalism during fast-paced operation hours.

Urban Health Plan (June 2009 – Aug. 2014)

Summer Intern

Worked in a number of departments including MIS where I helped manage the clinic's network and equipment inventory and installation.

Worked in a bilingual environment.

AFFILIATIONS

Various RIT theatrical productions – stage manager, actor, and crew

National Hispanic Institute – participant, counselor, and recruiter

Latin American Student Association – general member

Society of Professional Hispanic Engineers – general member