Team Inventory

DIGital

Sponsor:
Dr. Kayeleigh Sharp

Faculty Mentor:
Scott LaRocca

Team Members:
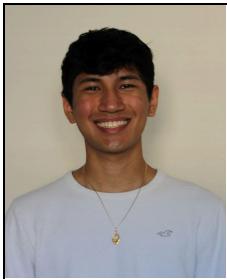Devin Jay San Nicolas
Tate Whittaker
Ryan Wood
Jarom Craghead

September 19, 2025

Overview:
The purpose of this team inventory is to briefly introduce the members of our team. The following pages briefly outline the training, skills, and relevant experience of each team member.

Devin Jay San Nicolas

- **Biographical info:** My name is Devin Jay San Nicolas and I am a Computer Science major. My hometown is Yigo, Guam.
- **Education:** I graduated from American Leadership Academy in San Tan Valley with a 4.28 weighted GPA. Afterwards, I enrolled at Northern Arizona University. Some courses I've taken that are relevant include: Virtual Worlds (CS 413), Software Engineering (CS 386), and Artificial Intelligence (CS 470).
- **Work experience:**
  - Research Assistant for PhenoCam: Managed web page and research data.
  - Researcher for Student Led Research Project at Northern Arizona University: Conducted interviews with pediatric physical/occupational therapists on game-based intervention methods. Currently in the process of co-designing a game-based intervention informed by the results from the interviews.
  - Game Developer for Global Game Jam 2025: Collaborated in a 48-hour sprint to design and develop a fully functional video game using Unity.
  - Game Developer for CHI Student Game Competition 2025: Created a health-focused educational game using Unity to promote good dietary habits in youth.
- **Skills:**
  - Game Development (Various game projects for classes, competitions, and research); proficient
  - Unity (Various game projects for classes, competitions, and research); proficient
  - C/C# (CS 249, CS 480, various game projects for classes, competitions, and research); proficient
  - Full-stack development (CS 212, CS 386, PhenoCam Research Assistant); proficient
  - AI agent programming (CS 470, NPC AI in game projects); sufficient
  - Blender (Game studio startup); sufficient
  - Animation (CS 413, Game studio startup); sufficient
- **Other interests:** I enjoy hiking, playing video games, playing guitar, and reading. I also like to spend time developing my own video game, which I am currently writing the story for.

Tate Whittaker

- **Biographical info:** My name is Tate Whittaker, and I'm a Computer Science major and Mathematics minor from Phoenix, Arizona.
- **Education:** I attend Sunnyslope High School in Phoenix, Arizona. I was in multiple AP programs and graduated with Honors and a 4.1 weighted GPA. After that, I came to Northern Arizona University and enrolled in their Computer Science program. While in this program, I've taken courses such as Web Programming (CS 312), Software Engineering (CS 386), and Artificial Intelligence (CS 470), which I think are all applicable and relevant to this Virtual Excavation project.
- **Work experience:**
  - Part-time/Occasional at AJs Fine Foods/Bashas: worked with an SQL-based program to process orders and deliveries.
  - Semester project for CS 386: Developed a desktop application that was partially deployed to Knoles Elementary in the Flagstaff Unified School District. Allowed for kids to learn financial literacy through real-life work experiences.
- **Skills:**
  - Technical and theoretical experience with programming data algorithms (CS 249, CS 421); proficient.
  - Front and backend web development experience through website hosting and creation (CS 212, 312); sufficient.
  - 2D desktop game development in Unity with both frontend UI developed using C and backend database management (CS 386, CS 345); sufficient.
  - AI agent programming with video game "bots" (CS 470); sufficient.
  - Calculus and discrete mathematics (MAT 136, 137, 238, 316, 335, and MAT 226); proficient.
- **Other interests:** Outside of school and work, I enjoy spending time outdoors, playing video games, and watching/practicing mixed martial arts!

Ryan Wood

- **Biographical info:** My name is Ryan Wood and I am a Computer Science major from Gilbert, AZ.
- **Education:** I attended Mountain View High School in Mesa, AZ where I graduated in 2021 with a 3.74 GPA. After high school I came to NAU for a business degree before I switched to Computer Science in 2023. Since then I have taken classes like Web Programming (CS 312), Software Engineering (CS 386), Algorithms (CS 421) and Game Engines (IMG 420). These classes taught me skills that will be applicable and contribute to my success in this project
- **Work experience:**
  - Part time Bartender at Oregano's for 6 years: developed strong communication skills, teamwork, strong conflict resolution, and learned how to work in a hectic environment.
  - CS386 Semester Project: Was team lead for a website that let you view and review Indie Movies. Also allowed for interaction with the apps community, be able to set up playlists/watchlists, and add favorites.
  - SAP Developer Intern: Currently working, but am learning the processes and steps real development teams take and is introducing me to multiple new technologies.
- **Skills:**
  - Languages: All variations of C, JavaScript, ABAP, SQL, HTML, CSS.
  - Cloud & Development: AWS an Azure
  - Mobile App Development: Android Studio, Kotlin, Swift
  - Other Relevant Skills: Agile Development, RESTful API Integration, Vibe Coding, Git and Jira experience
- **Other interests:**

    Outside of school and work I enjoy going to the gym, hanging out with my dog, playing video games, making video games, and watching sports especially, football and basketball.

Jarom Craghead

- **Biographical info:** My name is Jarom Craghead and I'm a Computer Science major from Peoria, AZ.
- **Education:** I graduated from Sunrise Mountain High School in the top 10% of my class (#32/471, 3.98 GPA). I then attended Paradise Valley Community College where I graduated with an Associate's in Video Game Production: Coding and Scripting. Relevant courses from PVCC include: 3D Modeling and Animation I (ART 185) and Comp Game Dev I & II (CIS 151 & 251). I then transferred to NAU and am currently finishing up my last year for my Bachelor's in Computer Science. Relevant courses I've taken here include: Database Systems (CS 345), Software Engineering (CS 386), and Principles of Languages (CS 396).
- **Work experience:**
    - Did data retrieval, shipping, and storage for a digital forensics company for two years starting at age 16.
    - Wrote code for a grant project on campus during my first semester after transferring.
    - Graded for CS 345 (Database Systems) the semester after I passed the class
    - Participated in the 2025 Pirate Software Game Jam.
- **Skills:**
    - Developing 3D games using Unity and other software (CIS 251, personal projects); proficient.
    - Information storage/retrieval and database management (CS 386, CS 345); proficient.
    - 3D modeling with applications like Blender/Maya (ART 185, CIS 251); sufficient.
    - Mathematical reasoning / problem solving (MAT 226, MAT 232, CS 315); proficient.
- **Other interests:** I love TTRPG's, both playing and DM'ing. I also love to read and play both physical and digital games. I also enjoy theater and other performing arts, which includes singing myself.