

# Nicholas Lasagna

Berkeley, CA

nicholaslasagna@gmail.com | (510) 827-7009

linkedin.com/in/nicholas-lasagna-798118277 | github.com/Maze77-AH | github.com/NemesisSSBU

## Education

**Texas Tech University** — Bachelor of Science in Computer Science  
Minor: Mathematics

Expected May 2027  
GPA: 3.56 / 4.00

## Experience

**Independent Game Development Studio** — Co-Founder & Developer  
Berkeley, CA

2021 – 2023

- Co-founded and led development of a multi-year software project, owning core systems from initial design through production deployment and iteration
- Designed and implemented engine-level systems including state management, input handling, and gameplay logic in Unreal Engine 4/5, C++, C#, and Java.
- Collaborated with a distributed team using Git-based workflows, code reviews, and iterative development practices.
- Balanced technical correctness with product goals while maintaining clean, well-documented, and maintainable codebases.

## Projects

### RealFiction — Distributed Game Server Platform

- Designed, deployed, and operated a multi-server Java-based backend hosted on Oracle Cloud (Ubuntu).
- Built and maintained custom services and plugins, handling deployment, monitoring, performance tuning, and live production issues.
- Managed networking, permissions, and backend infrastructure for a live user-facing system.

### RealChat — OCR & AI-Assisted Automation Tool

- Developed a Python-based desktop automation tool integrating OCR and AI-assisted workflows.
- Implemented screen capture, text recognition, decision logic, and system-level interaction with a focus on correctness and reliability.
- Emphasized testing, robustness, and safe interaction with operating system resources.

### NemesisSSBU — Rust-Based Runtime Tooling Project

- Developed performance-sensitive runtime tooling in Rust for a widely used, non-commercial game modification project with a large player community.
- Focused on memory safety, runtime correctness, and low-level systems interaction.

## Technical Skills

**Languages:** Python, Java, C++, C, C#, Rust, JavaScript, x64 Assembly

**Systems & Tools:** Linux (Ubuntu), Git, Docker, Oracle Cloud, Blender

**Engines & Frameworks:** Unreal Engine 4/5, Unity

**Web & Other:** HTML, CSS

## Leadership

Member, National Society of Leadership and Success