Nazaire Shabazz

DIGITAL MEDIA DEVELOPER

Objective

Versatile generalist; great at learning and mastering new technologies. Skilled at web design and development, software development, and both 2D & 3D art. Seeking summer internship in the fields of software development and/or design.

Projects

- **NJSE (2017 - Present)**
  - ➢ I'm making a component-based JavaScript game engine!
- **Canvas Paint (2017)**
  - ➢ Fully featured paint program for the web. Made in JavaScript with Canvas.
- **Energy Rush (2015)**
  - ➢ Tron-like with Snake elements. Coded in Java with Processing.

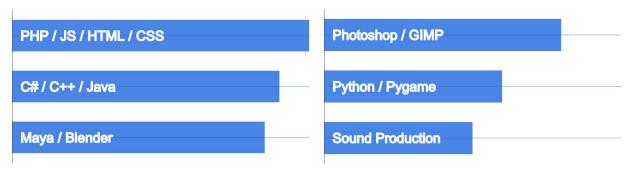## Work Experience

- **BNY Mellon (2015)**
  - ➢ Developed code and graphics to gamify office software, making it easier and more fun for employees to learn. Primarily coded in JS with Phaser.

Education

- **Rochester Institute of Technology (2019)**
  - ➢ Bachelor of Science, New Media Interactive Development

Computer Skills

PHP / JS / HTML / CSS	Photoshop / GIMP
C# / C++ / Java	Python / Pygame
Maya / Blender	Sound Production

Certifications

- ❖ Adobe Certified Associate in Visual Communication using Photoshop
- ❖ Adobe Certified Associate in Visual Communication using Illustrator

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