

Nazaire Shabazz

DIGITAL MEDIA DEVELOPER

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Summary Statement

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

Education

Rochester Institute of Technology - Rochester, NY

- ❖ Bachelor of Science, 2020 - New Media Interactive Development

Technical Skills

AWS: S3, Lambda, EC2, DynamoDB, CloudFormation, QuickSight, and more

Software: HTML / CSS / JS, React, Angular, Node.js, MySQL, Python, Git, Bash

Other: Blender, Maya, GIMP, Ableton Live, Word, Excel, Outlook

Work Experience

EagleDream Technologies - Fairport, NY (2018-2020)

- ❖ Worked on multiple projects as a part-time Software Developer using AWS (S3, Lambda, and DynamoDB). Also used Angular, React, MySQL, and Python, as well as the Microsoft Office essentials, such as Word, Excel, and Outlook.

BNY Mellon - Jersey City, NJ (Summer 2015)

- ❖ Worked in a team of eight interns to gamify office software using Phaser and JS. Also designed and produced graphics using PhotoShop and Spline 2D.

Projects

Web Dungeon Crawler (2019 - Present)

- ❖ Currently developing a dungeon-crawler TPS game in babylon.js

NJSE (2017 - 2018)

- ❖ Attempt at a component-based 2D JavaScript game engine created as a personal project and to explore data-oriented design patterns.

Canvas Paint (Spring 2017)

- ❖ Fully featured paint program. Made in JavaScript with Canvas. Began as a small class assignment, then more features such as layers and undo were added.

Energy Rush (Fall 2015)

- ❖ Local multiplayer Tron-like with Snake elements. Coded in Java with Processing.

Certifications

Amazon Web Services - Certified Cloud Practitioner