

Nicholas Marano

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<https://people.rit.edu/ngm9939/portfolio2020/>

Skills

Programming: Active Admin, C++, C#, CSS, HTML, Javascript, Laravel, NodeJS, NPM, PHP, React, Ruby, SQL, Swift
Software: Maya, MongoDB, MySQL, Photoshop, Postgres, Unity, Unreal, Visual Studio, Vuforia
Communication: Design proposals, Jira, Presentations, Teamwork, Slack

Work Experience

PowerPay Dev | Remote/In-office

Feb 2022 – Present

Coder / Developer

- API integrations for customer facing projects.
- Worked on tickets for application processing, decisioning, and management system in Ruby and React.

PowerPay Dev Intern | Remote/In-office

Sep 2021 – Feb 2022

Coder / Developer

- Built user features for an in-company data management project in React and Javascript.
- Worked on tickets for the outward-facing customer enrollment system in Ruby and React.

Kino Wheels Entrepreneurial Internship | Remote

June 2021 – Aug 2021

Coder / Developer

- Developed pitch and yaw camera controls for game engine integration.
- Wired rotary encoders to an arduino, allowing physical rotation data to be passed to a script.

Projects

Picture the Impossible — AR Development Lead

Jan 2020 – May 2020

IGME 589 (Research Studio)

- Designed augmented reality puzzles and activities.
- Constructed puzzles and activities in Unity using Vuforia to trigger AR interactions.
- Written in C#.

A* Pathfinding — Programmer

Aug 2019 – Dec 2019

DSA I (Data Structures & Algorithms I)

- Programmed class structures with a team member.
- Created the pathing algorithm, using heuristic values to determine the optimal path to the end point.
- Written in C++.

What Lies Beneath — Location Data Visualizer

Jan 2018 – May 2018

IGME 580 / 590 (IGM Undergraduate Seminar Abroad)

- Generated a location based game with the objective to reduce tourist congestion in Dubrovnik, Croatia.
- Implemented, developed, and compiled a database of locations, AR puzzles, and quests.
- Written in C#.

Education

Rochester Institute of Technology (RIT) | Rochester, NY

Bachelor of Science in Game Design and Development

Study Abroad at RIT Satellite Campus | Dubrovnik, Croatia