

Nicholas Paniccioli

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Objective

Seeking a software development co-op/internship starting around May and finishing August 2021. Also, open for a double block that would go from May to December 2021

Education

Rochester Institute of Technology, Rochester, NY
Bachelor of Science, Game Design and Development

Expected 2021

Skills

Languages: JSON, HTML, CSS, PHP

Software: Visual Studio Code, Unity, Github

Misc: Communication, American Sign Language, Project Management

Projects

Empress's Child

October 2019

- Participated in a 48-hour game jam with three other people creating a 2D Unity game.
- Helped with making narrative and dialogue between player and the narrator as well as level design such as platforming and puzzles.
- Worked on player movement, physics, bug fixing, and playtesting.

Outer Space Experience

March 2020

- Created an audio visualizer experience using AudioContext, JSON, and Canvas.
- Worked with Canvas to create a space environment that involves rotating planets and moving images.
- AudioContext and Canvas are used to display audio waves while JSON allows users to adjust the scene.

Landmark Finder

April - May 2020

- Using PHP and JSON created a website that showcases landmarks and their locations on a map.
- Developed my own API that works with the Mapbox API to show where the landmarks are in the world.
- PHP stores data on landmarks and returns the necessary information based on User input.