Nicholas Paniccioli

(631) 494-9421

https://nicholaspaniccioli.github.io/

njp7745@g.rit.edu

Objective

Seeking a software development co-op/internship starting around Fall 2021. Also, open for a double block that would go from Fall 2021 extending into the Winter.

Education

Rochester Institute of Technology, Rochester, NY   Expected 2021
Bachelor of Science, Game Design and Development

Skills

Languages: JavaScript, HTML, CSS, JSON, C#
Software: Visual Studio Code, Unity, Aseprite
Misc: Communication, American Sign Language, Project Management, Narrative Writing, Pixel Art

Professional Experience

RIT, Student Manager at The Commons   October 2018 - September 2020
- Learned every station and responsibility of the restaurant.
- Instructed other student workers on how to accomplish tasks.
- Helped customers with questions or special orders because of dietary needs.
- Learned ASL (American Sign Language) to help bridge communication from our deaf and hard of hearing customers and employees.

Projects

Landmark Finder   April - May 2020
- Using PHP and JSON created a website that takes user input to display pre-stored landmarks.
- Developed my own API that works with the Mapbox API to show where the landmarks are in the world.

Guessing Game   July 2021 - Current
- Designing and developing a number guessing game on my portfolio site using JavaScript.
- Programmed the logic for the game, point system, and the store.
- Worked on playtesting and debugging whenever a bug/error occurred during play.