

# Nicholas Decinto

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## EDUCATION

### Bachelor's Degree - Interactive Media and Game Design

Aug 2023 - Jan 2026

Suny Polytechnic Institute, Utica, NY **Minor:** Computer Science | **GPA:** 4.0

## EXPERIENCE

### Research assistant

Feb 2024 - Present

SUNY Polytechnic Institute, Utica, NY

- Facilitated the setup and calibration of Virtual Reality (VR) equipment, ensuring optimal functionality and user experience.
- Translated complex designs from CAD software into compatible formats for seamless integration into game engines.
- Programmed interactivity between the player and the models.
- Spearheaded the design and development of a customized VR simulation using Unity.
- Demonstrated proficiency in C# and Unity to create a highly functional and user-friendly simulation.

### Associate

Aug 2022 - Present

Panera Bread, Glenville, NY

- Executed sandwich artistry duties with very low occurrence of errors.
- Assisted customers in choosing menu items by providing food complementing information.
- Greeted guests, promoted specials, and took orders.
- Trained team members to prepare sandwiches and other items according to instructions.
- Unloaded the truck and restocked inventory.

### Corps Member

Nov 2021 – Aug 2022

AmeriCorps NCCC, Denver, CO

- Worked with the Foodbank for Central and Northeast Missouri to tackle food insecurity by helping prepare food and assist people in getting the food they need.
- Worked as a teacher for the Liberty Village school on Fort Base McGuire-DixLakehurst, where I helped teach Afghan refugees the American school system and subjects such as English, math, and science.
- Worked as head of donations for the Colorado Afghan resettlement program. during this time I helped 5 resettlement agencies obtain more furniture and other needed goods by fostering community partnerships, I also assisted Team Rubicon in physically moving the refugees into new homes.
- My final project was as a professional trail builder for the Missouri Department of Natural Resources at Cuiver River State Park where I helped the park construct over 3 miles of trail.

## SKILLS

**Intermediate in:** C++, C#, Unity

**Basic in:** Unreal Engine, Java, HTML, CSS, Microsoft Access, Godot