Nicholas Decinto

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EDUCATION

Bachelor's Degree - Interactive Media and Game Design   Aug 2023 – Dec 2025

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

EXPERIENCE

Game Design Intern   Jun 2025 – Aug 2025

Sports Media Inc, Denver, CO

- Contributed to the development of a specialized training simulator.
- Collaborated with a multidisciplinary team of engineers, designers, and artists to integrate features and improve user experience using Git.
- Designed and implemented an interactive main menu interface using Unreal Engine 4
- Programmed gameplay systems using C++ and visual scripting.

Research assistant   Feb 2024 – May 2025

SUNY Polytechnic Institute, Utica, NY

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

Associate   Aug 2022 - Present

Panera Bread, Malta, NY

- 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.
- Worked as a teacher for the Liberty Village school on Fort Base McGuire-Dix Lakehurst, 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. I also assisted Team Rubicon in physically moving the refuges into new homes.
- My final project was as a professional trail builder for the Missouri Department of Natural Recourses at Cuiver River State Park

SKILLS

Intermediate in: Java, C#, Unity

Basic in: Unreal Engine, C++, HTML, CSS, Microsoft Access, Godot, PostgreSQL, Python