

# Nicholas Decinto

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## SKILLS

**Languages:** C#, Java, C++, JavaScript, HTML, CSS

**Game Engines:** Unity, Unreal Engine, Godot

**Tools & Tech:** Git, Raylib, ENTt, HTML/CSS, PostgreSQL, Microsoft Access

## 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.
- Demonstrated proficiency in C# and Unity to create a functional and user-friendly simulation.

## PROJECTS

- **Sorting Algorithm Visualizer** – Developed an interactive web application using JavaScript, HTML and CSS to visualize sorting algorithms. Features animations, audio feedback and importing datasets from CSV and Excel documents.
- **Zombie Café** – Designed and programmed a 3D game in Unity using C#. Implemented player controls, enemy AI, and interactive environments.
- **Escape 5** – Developed a 3D puzzle game in Godot using GDScript. Created a fully customizable procedural dungeon generator.
- **MilkSong** – Developed a 2D action platformer as the back-end lead using C++, Raylib and ENTt. Programmed player and enemy interactions including the full collision system.
- **RPGLite** – Developed a 2D turn-based dungeon crawler as the combat lead in Godot. Implemented a multi layered combat system featuring weapon skills, a magic system, ranged attacks and melee attacks. Developed 5 playable classes each with many different weapons and playstyles.

## ADDITIONAL EXPERIENCE

### Associate

Aug 2022 - Present

*Panera Bread, Malta, NY*

- Trained team members and managed inventory restocking.

## **Corps Member**

Nov 2021 – Aug 2022

*AmeriCorps NCCC, Denver, CO*

- Tackled food insecurity with The Food Bank for Central & Northeast Missouri.
- Worked as a teacher for the Liberty Village school on Fort Dix, where I helped teach Afghan refugees the American school system and various subjects.
- Served as head of donations for the Colorado Afghan resettlement program. assisted Team Rubicon in physically moving the refugees into new homes.
- Built over 2 miles of hiking trails for the Missouri Dept. of Natural Resources.

## **EDUCATION**

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

Aug 2023 – Dec 2025

*SUNY Polytechnic Institute, Utica, NY* **Minor:** Computer Science | **GPA:** 3.98