Niko Sardas | nko.srds@gmail.com | github.com/NikoSardas | Lynchburg, VA

Web developer and technical support specialist with a focus on internal tools and workflow automation. Proven experience designing lightweight, user-facing solutions that improve day-to-day operations-like Equalizer Plus, a Chrome extension with 10,000+ users. Background in IT systems, scripting, and creative software. Strong at bridging infrastructure, user needs, and custom tooling.

Projects

Equalizer Plus - Chrome Extension (2021-Present)

- Browser extension with 10,000+ users for real-time audio control: EQ, compression, panning, mono, and gain.
- Built using vanilla JavaScript, Web Audio API, and Chrome Extension APIs (tabCapture, offscreen, service workers).
- Designed for usability and performance without external libraries or frameworks.

Audio & Game Tools - Freelance (2007-2019)

- Created music, sound design, and audio assets using multiple software tools, plugins, VSTs, and libraries.
- Built workflows between Unity3D and FMOD to integrate audio systems into game timelines.
- Directed voice talent, implemented sound triggers with C#, and managed full audio pipelines for games.
- Designed and play-tested levels in Unity3D, often collaborating with multidisciplinary teams.
- Performed technical setup of audio software and hardware.

Chrome Extensions & Web Tools - Freelance (2011-Present)

- Built and monetized custom Chromium extensions.
- Proficient in HTML, CSS, JavaScript, jQuery, and Chrome APIs.

Professional Experience

IT Support Specialist I - Liberty University, Lynchburg, VA (June 2024 - Present)

- Provide Tier 1 support for devices, access, and enterprise systems.
- Administer user roles and inventory across Intune, Entra, Active Directory, Jamf, and Office 365.
- Troubleshoot and configure software in a multi-device environment.

IT Field Technician - Core Technologies, Lynchburg, VA (Jan 2023 - Feb 2024)

- Deployed and configured 500+ systems for government offices.
- Managed printers, VPNs, networking (DHCP/DNS), and OS imaging.
- Resolved tickets using Cherwell and ServiceNow.

Audio Designer - Happyjuice Games / Nitako Games (Remote) (2009 - 2022)

- Built and integrated audio systems into Unity games using FMOD and C#.
- Produced and implemented game-ready music, voiceovers, and SFX.
- Supported game development with audio scripting and level design.

Education & Certifications

- Associate's Degree in Audio Engineering - Sapir College, Israel (2005-2008)
- CareerFoundry Full-Stack Web Dev Bootcamp - Online (2022)
- Certifications: CompTIA A+ (2022), Network+ (2023), Security+ (2024)

Skills

Internal Tools & Web Development: JavaScript, HTML, CSS, Web Audio API, Chrome Extension APIs, Git, React (basic), MongoDB (basic)

IT & Systems: Active Directory, Intune, Azure, Entra, Office 365, Windows, MacOS, VPN, DNS, DHCP, ServiceNow, Cherwell

Creative & Audio Tools: Unity, FMOD, audio production, plugin/VST integration, scripting (C# basic)