

# Nicholas Conlon

Game Developer

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## Education

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**Rochester Institute of Technology**, Rochester, NY  
Bachelor of Science in Game Design and Development, expected May 2016  
Dean's List: Fall 2012 – Present GPA: 3.96

## Skills

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**Programming Languages:** C#, C++, JavaScript, Haxe, Java  
**Software:** Unity, MonoDevelop, Visual Studio, Eclipse, Tortoise SVN, SourceTree  
**Operating Systems:** Mac OSX, Windows, Ubuntu

## Work Experience

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**1st Playable Productions**, Troy, NY  
**Gameplay Programmer Co-op** (January 2015 – May 2015)

- Responsible for the implementation and maintenance of game features in C++
- Developed one of the mini-games for *LeapFrog Imagicard Letter Factory Adventures*
- Participated in code reviews, daily team meetings, and playtests of weekly builds

## Projects

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**Lobster Point** (May 2015 – Present)  
Currently leading a four-person team in the design and development of a mobile game for the chief of the Passamaquoddy tribe of Eastport, Maine. Developing with Unity 5.

**Eden** (September 2015 – December 2015)  
Independently created web based multiplayer game prototype. Featured user account registration and multiuser game sessions. Developed with Node.js and Phaser.

**Don't Get Shot** (May 2014 – October 2014)  
Independently created standalone game. Originally developed in C++ using OpenGL and rebuilt in JavaScript as a Canvas web game.