

Nicholas Conlon

Game Developer

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Education

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

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

Work Experience

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

- Responsible for the implementation and maintenance of game features
- 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

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.