

# Nicholas Mercadante - Game Developer

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## EDUCATION

**Rochester Institute of Technology, Rochester, NY** - *BS in Game Design & Development, Class of 2020*

## SKILLS

Level Design, Unreal Engine 5, Unity, Maya, C++, Qt, C#, Python, Node.js, JavaScript, HTML/CSS, Bootstrap

## WORK EXPERIENCE

**Lockheed Martin** - *Software Engineer II (C++, Qt, Python, Sikuli, Jira, Git)*

August 2020 - Present

- Developed robust automation tools using a variety of scripting languages
- Rapidly prototyped a UI overhaul for radar GUI
- Mentored junior engineers & collaborated as a subject matter expert for pipeline development

## PERSONAL PROJECTS

**Space Crab VS AI** (*AGK Script*)

<https://github.com/johnhoban42/SpaceCrabVS>

- Two-player competitive side-scrolling survival game
- Designing AI functionality with AppGameKit Scripting

**Project Overlord** (*C++, Unreal Engine 5, Game Design*)

<https://github.com/dantayy/Overlord>

- Gunship rail-shooter
- Designing and developing with Unreal Engine 5 and C++
- Created development pipeline to take features from conception to playtesting

**Level Design Portfolio** (*Level Design*)

<https://youtube.com/playlist?list=PLNJrXZ2uTfBe4sKsuT77HAK5P1tv4jJSJ>

- Map designs focused on various entries in the Halo franchise (with plans to expand into other genres)
- Progress streamed live to Twitch and showcased on YouTube

**Sleep Patrol Alpha Level Design** (*Level Design*)

<https://apps.apple.com/us/app/sleep-patrol-alpha/id1547088529>

- Mobile side-scrolling auto-running platformer
- Iterated on layouts and tested in AppGameKit with project leads
- Final version live on Apple/Android app stores

**Sonagraphic** (*Unreal Engine 4, Blueprints*)

<https://github.com/dantayy/Sonagraphic>

- Rhythm-based twin-stick shooter
- Analyzed dynamic audio input with Unreal Blueprints to affect gameplay