

Nicholas Mercadante - Game Developer

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EDUCATION

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

Graduated May 2020

Communications Immersion, GPA 3.6, Dean's List, Magna Cum Laude

SKILLS

Node.js, JavaScript, HTML/CSS, Bootstrap, C++, C#, Unreal Blueprints, Unity, Maya, Python, Git

CLEARANCE

Two years of secret level clearance (July 16th 2021 - July 16th 2023)

EXPERIENCE

Lockheed Martin - *Software Engineer (Syracuse, NY)*

August 2020 - Present

- Created automated program using Sikuli libraries to stress test start-up procedures on tactical systems overnight
- Designed and implemented a radar interface overhaul based on provided specs in C++ using Qt

U.S. Army Data & Analysis Center - *Software Engineer (Aberdeen Proving Grounds, MD)*

June 2019 - August 2019

- Began translation of large wrapper program from Fortran to C++
- Worked out issues involved with mixed language programming so the translated program could talk with another Fortran program

MITRE Corporation - *Software Engineer (Bedford, MA)*

May 2018 - August 2018

- Created a Skype Bot endpoint using the Microsoft Bot Framework and Language Understanding Intelligent Services (LUIS) to recognize message intent.
- Worked with strict MITRE security procedures to ensure data security.

PROJECTS

Sleep Patrol Alpha Level Design (*Ongoing*)

Brought on to brainstorm and then design new levels for mobile platforming game Sleep Patrol Alpha. Created levels in Paint, then imported to the AppGameKit project for other members to test and critique. Went through multiple revisions and plan to push the update to app stores in the near future.

Odds Bot (*Summer 2020*)

Built an interactive Slack bot using express and redis to allow users in our organization to issue and resolve challenges between each other virtually.

Quote Submission/Storage Service (*Ongoing*)

Built a quote-submission service for the Computer Science House weekly newsletter using Python packages such as Flask as well as a MySQL database. Currently being used by over 100 members of the organization and still regularly receives pull requests and updates on GitHub.