Nicholas Mercadante

nvm6501@rit.edu | github.com/dantayy | nvmerc.com | 609-610-3439

EDUCATION

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

Expected graduation 2020

Communications immersion (in progress)

SKILLS

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

EXPERIENCE

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

May 2018 - August 2018
- Made 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 no accidental public data leakage.
- Learned and worked primarily in Node.js

ETS Data Quality Services Team, - *Software Engineer (Princeton, NJ)*

June 2017 - August 2017
- Worked in a corporate environment to design an internal web portal
- Communicated with team members daily to make the best product possible
- Developed & improved front end frameworks using SharePoint

PROJECTS

Proof of Concept Game "Sonagraphic" *(Spring 2018)*

Worked with Unreal 4's Blueprint system and researched basic programmatic audio analysis to build a simple tech demo for a game that would take in a user's audio and listen to it to affect gameplay in some manner.

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.

Autonomous Agents Project *(Fall 2017)*

Used concepts of scripting, programming forces, and autonomous agents to build a small but lively scene in Unity.

ACTIVITIES

Computer Science House - *Member*

RIT Special Interest House that brings technical oriented people into a social environment to collaborate on projects.

Outing Club - *Member*

RIT student organization that has members going on camping/hiking trips every weekend.