

# Nicholas Mercadante - Game Developer

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## EDUCATION

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

Expected graduation May 2020

Communications Immersion, GPA 3.6, Dean's List

## SKILLS

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

## CLEARANCE

Two years of secret level clearance (July 16th 2019 - July 16th 2021)

## EXPERIENCE

### **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

### **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.

### **Collaborative Minigame Collection** (*Ongoing*)

Leading a team of freshmen game design students alongside other upperclassmen to make a collection of Unity mini-games for RIT's Imagine Creativity & Innovation Festival. Production and development is being tracked and updated through Github.

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

Used 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.

## ACTIVITIES

### **Computer Science House** - *Member*

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