Nicholas Mercadante - Software Engineer

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EDUCATION

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

Expected graduation 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.

Personal Portfolio Website *(Spring 2018)*

Utilized web development expertise to create a sleek and simple single-page portfolio site showcasing various projects and methods of contact. Designed to be mobile friendly first thanks to integration with the Bootstrap framework.

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.