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# NICKOLAS SANTIAGO

## OBJECTIVE

To obtain an internship or full-time position as a front-end developer.

## EDUCATION

**Rochester Institute of Technology** – Rochester, NY
Bachelor of Science: New Media Interactive Development
Expected Graduation: May, 2017

## SKILLS

| LANGUAGES | SOFTWARE |
|---|---|
| •Proficient in HTML/CSS/JavaScript | •PhotoShop/Illustrator |
| •Experience with multiple JavaScript libraries | •Unity/3dsMax |
| •Introductory understanding of PHP/C# | •Arduino |

## PROJECTS

**Fragile Equilibrium** (Aug. 2016 – Dec. 2016)
HTML, CSS, JavaScript
Developed the game's various buttons and HUD based on designs from other team members.
Ensured the menus were compatible with an Xbox controller.

**Inspire** (Dec. 2015 – May 2016)
C++ (OpenFrameworks)
Worked with a mixed team of developers and designers.
Researched and prototyped multiple APIs and similar projects.
Worked on the project's projection timer and ensured image proportions.
Presented the project at ImagineRIT 2016.

## Work History

**RIT Dining Services** (Jan. 2013 – May 2016)
Student Employee
Maintained high standards of professionalism during fast-paced operation hours.

**Urban Health Plan** (June 2009 – Aug. 2014)
Summer Intern
Worked in a number of departments including MIS where I helped manage the clinic's network and equipment inventory and installation.
Worked in a bilingual environment.

## AFFILIATIONS

Various RIT theatrical productions – stage manager, actor, and crew
National Hispanic Institute – participant, counselor, and recruiter
Latin American Student Association – general member
Society of Professional Hispanic Engineers – general member