# Nicholas Unger

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**Objective:** Seeking a software engineering co-op using programming in C#, C++, Python, or Unity to gain industry experience. Available January 2022 through August 2022

## EDUCATION

**Rochester Institute of Technology**                    **Expected Spring 2023**

- Bachelor of Science in Game Design and Development
- Dean's List Fall 2020 and Spring 2021 semesters
- 3.89 GPA

## SKILLS

**Programming languages:** C++, C, C#, Java, Python, MIT App Inventor, Arduino, Swift, HTML, CSS

**Programming skills:** Bluetooth connectivity, web design, game algorithm development, OOP

## WORK EXPERIENCE

**Rochester Institute of Technology, Rochester, NY**        **September 2021 — Present**
**Teaching Assistant**

- Aid students in IGME 236: "Interaction, Immersion, & the Media Interface"
- Review students' sketches and writing to help improve their understanding of course materials
- Grading student work and participation for Professor Caitlin Nairn

**GameStop, Inc., Shelton, CT**                    **June 2019 – July 2021**
**Senior Game Advisor**

- Fulfill managerial and customer service duties, including POS, sales, inventory and counts, shipping, opening and closing the store, and handling cash, leading to several positive surveys from customers and praise from store management

**Springwall Learning Solutions, New Haven, CT**        **June 2017 — August 2017**
**Summer Intern**

- Assisted in development of an Android app for the (YO) UnityBot 3.0, as well as the software for the Arduino that helped to power the robot
- Collaborated with a team of 16 other student interns while furthering my knowledge of C, app development, and Bluetooth connectivity
- Developed to introduce middle school students to engineering, robotics, and programming

## PROJECTS & AWARDS

**Into the Labyrinth, Academic Project**            **February 2021 — May 2021**

- Worked in a team of 4 other students to design and develop a turn-based RPG
- Used C# to develop the game, applying knowledge of OOP to create a playable prototype that garnered praise from professors and students alike
- Gained knowledge of Agile software development and group programming

**Teagle Humanities Fellowship, Academic Project**        **June 2020 — August 2020**

- Started a conversation with an academic mentor from Yale University about how literature gave context to the COVID-19 Pandemic and Black Lives Matter demonstrations during the summer of 2020

**GottaBlast Drones, Senior Capstone Design Project**        **August 2017 — May 2018**

- Worked in a team of approximately 15 students to create new, more energy efficient batteries for commercial drones
- First place in the Open Engineering Challenge in 2018 EXPOFest