

Nazaire Shabazz

FULLSTACK, DIGITAL MEDIA DEVELOPER

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Summary Statement

Versatile generalist; great at learning and mastering new technologies. Comfortable with software engineering, cloud technologies, 3D graphics, and design (2D / UI / Web). Looking to work on projects in the fullstack, web, or game development sphere.

Education

Rochester Institute of Technology - Rochester, NY

- ❖ Bachelor of Science, 2020 - New Media Interactive Development

Technical Skills

- ❖ AWS: S3, Lambda, DynamoDB, API Gateway, EC2, CloudFormation, and more
- ❖ Programming: HTML / CSS / JS, Three.js / Babylon.js, Svelte, Vite, React, Node.js, GraphQL, MySQL, Python, Git, Bash, Tauri / Rust
- ❖ Other: Blender, Maya, GIMP, Ableton Live, Word, Excel, Outlook, GSuite

Work Experience

Cigna Health Insurance - remote (2021 - 2023)

- ❖ (current) Full-stack code on a B2B client. Loose NDA, please ask for details.

Freelance Work - New York, NY / remote(2019-Present)

- ❖ (current) Designing and programming a full stack CRM for my client, complete with sorting and filtering, item duplication, and QuickBooks integration.

EagleDream Technologies - Fairport, NY (2018-2020)

- ❖ Worked on multiple projects as a part-time Software Developer using AWS (S3, Lambda, and DynamoDB). Also used Angular, React, MySQL, and Python, as well as the Microsoft Office essentials, such as Word, Excel, and Outlook.

Projects

Decorus.World (2019 - Present)

- ❖ Currently developing a third-person dungeon-crawler game in babylon.js.

NJSE (2017 - 2018)

- ❖ Attempt at a component-based 2D JavaScript game engine created as a personal project and to explore data-oriented design patterns.

Canvas Paint (Spring 2017)

- ❖ Fully featured paint program. Made in JavaScript with Canvas. Began as a small class assignment, then more features such as layers and undo were added.