

NICK ALTIER

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▶ EDUCATION

Rochester Institute of Technology -
Golisano School of Computing and
Information Sciences
Game Design and Development B.S. (2024)
summa cum laude

▶ SUMMARY

I am a software developer and recent graduate from RIT's Golisano School of Computing and Information Sciences with a B.S. in Game Design and Development. I am a capable developer with full-stack dev experience. I have experience working with websites, Windows apps, databases and games from my education as well as hands-on experience from my internships. I am looking forward to growing as a developer as I start my tech career.

▶ SKILLS

PROGRAMMING LANGUAGES: C#, C++, JavaScript/TypeScript, HTML/CSS

Tools: VS Code, Visual Studio, GitHub, Trello, MongoDB, OpenGL, PostgreSQL, React, Next, Postman

Engines: Unity, Monogame, Unreal Editor

▶ EMPLOYMENT

RIT - SCHOOL OF INTERACTIVE GAMES & MEDIA

Developer Intern

Rochester, NY (Remote)

May 2024 - Aug 2024

- Built a user-driven, interactive web app called "Crowd Comic" with a team of other interns led by RIT faculty members
- Responsibilities included: Designing Crowd Comic's user experience, designing/implementing models and queries for site database, adding database functionality to the site (login page, session cookies, user dashboard), building Discord productivity bot for team
- Tools and Tech: Site created using NextJS React framework. Backend used a PostgreSQL database built using the SequelizeJS library. Image storage was handled through AWS and the site was hosted on Heroku. The Discord Bot was built with DiscordJS. All task management and source control was through the team's GitHub organization

CDW

Software Engineering Intern

Vernon Hills, IL (Remote)

Sept 2022 - Dec 2022

- Worked as a developer on the Product Find team in CDW's eCommerce Division
- Responsibilities included: Finding and patching bugs on the Find page, updating element appearances on the Find page, updating security infrastructure, taking part in stand ups and planning meetings with Product Find team and larger groups of developers
- Tools and Tech: Task management and source control was handled through Azure DevOps and Visual Studio's team features. Frontend development was done with JS and HTML/CSS and the backend used C# to interact with the product APIs (MongoDB)

Configurations Technician Intern

Vernon Hills, IL

May 2022 - Aug 2022

- Configured laptops, desktops, and monitors for client orders (Ex: Enrolling devices in orgs., installing virtual machines) and packaged products
- Helped train new employees on how to use workstations and read configuration orders

JEWEL-OSCO

Night Clerk

River Forest, IL

Oct 2024 - Present

- Receiving and breaking down shipments then stocking items received. Organizing overflow and facing unfilled product

RIT CORNER STORE / RIT DINING

Student Manager

Rochester, NY

Sept 2020 - May 2024

- Stocking shelves, running registers, organizing storeroom, and opening and closing the store, delegating store tasks, training new employees

▶ PROJECTS

CAPTIVE'S CALL (<https://pictoparade.itch.io/captives-call>)

Feb 2023 - Mar 2023

- Designed and built a tile-based puzzle game in Unity with a team of four others
- Role on team was as lead developer for gameplay, UI, and sound effects/music
- Workflow managed with Trello, GitHub repository used for game file source control

PAR FOR THE CURSE (<https://pictoparade.itch.io/par-for-the-curse>)

Mar 2023 - Apr 2023

- Designed and built a 3D visual novel/mini-golf game in Unity with a team of four others
- Role on team was as lead developer for visual novel elements (hub world, dialogue systems) and sound effects/music
- Workflow managed with Trello, GitHub repository used for game file source control