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NICKOLAS SANTIAGO

OBJECTIVE

To utilize my strong computer and interpersonal skills to be an active member for -----

EDUCATION

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

SKILLS

Markup: HTML, CSS, JavaScript
Libraries: jQuery, React, D3, Node
Version Control: Git Extensions
Other: Adobe Photoshop and Illustrator, Unity

PROJECTS

Fragile Equilibrium

HTML, CSS, JavaScript (jQuery)
Developed various menus and HUD using designs from other team members for the game's prototype.
Designed responsive CSS for smaller devices.
Ensured the menus were compatible with an Xbox controller.

Inspire

JavaScript, 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

Creamline – New York, NY

Dairy Counter Tender (June 2017 – Dec. 2018)
Constantly took initiative and proved my usefulness as a team member.
Provided quality drinks and customer service to a diverse customer-base.
Ensured the bar was fully stocked for rush hours and morning workers.
Trained new employees on proper food preparation and safety protocols.

Urban Health Plan – Bronx, NY

Summer Intern (June 2009 – Aug. 2014)
Fulfilled data entry duties and sometimes translated data from Spanish.
Helped manage the clinic's network, kept an equipment inventory, and assisted in installations.