Nikolaus Huber

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OBJECTIVE:

Seeking a summer or fall internship or cooperative education position focusing on software engineering and interactive mediums. Available May 2025.

EDUCATION:

Rochester Institute of Technology (RIT), Rochester, NY — Expected May 2026
Bachelor of Science, New Media Interactive Development
GPA: 3.52

PROJECTS:

Body Language Interactive Exhibit — Jan 2024 - May 2024

- Work with Touch Designer, Resolume and various networking protocols to provide a scalable and customizable application for live audiovisual experiences.
- Prototype functionality and scalability for different inputs and configurations.
- Utilize thermal cameras, point clouds, digital cameras, projectors, and midi controllers to further enhance the interactivity of the exhibit.

Virtual Reality Environments (Personal Project)

- Develop and design virtual environments in Blender and Unity for use with OpenXR-based VR headsets.
- Utilize C# to add scripting components and interactivity to virtual worlds as well as real-time lighting.

SKILLS:

Programming Languages: JavaScript, TypeScript, HTML5/CSS, C++, C#, Processing, Arduino, Python
Tools: Visual Studio, Git, REST API, .NET, Unity, Touch Designer, Blender, Photoshop, Illustrator, Resolume

WORK EXPERIENCE:

RIT Tech Crew, Center for Campus Life — Sep 2022 - Present
Tech Crew Junior Technician

- Provide lighting, power, and sound for on-campus events.
- Collaborate with clients and co-workers to provide a seamless event experience without interruptions.
- Display flexibility throughout complex schedules and atypical hours while maintaining a full-time student schedule.

ACTIVITIES:

RIT VR / AR Club — Sep 2023 - Present
E-Board:

- Aide in club management and participate in personal and group-based software and hardware projects.

RIT Electronic Dance Music Club — Sep 2024 - Present
E-Board:

- Lead student body meetings, organize events, and provide opportunities for members to get involved with live production and performance.