Nikki Murello

(She/They)

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Objective
Seeking a software development co-op position in game design to develop experience in C# or C++.
Available May 2025 - August 2025.

Education
Rochester Institute of Technology (RIT), Rochester, NY   Expected May 2026
Bachelor of Science, Game Design and Development   **GPA: 3.9**
Related Courses: Game Design & Development II (C#, Godot), Rich Media Web App Development I (HTML, CSS, JS),
Interactive Media Development (C#, Unity), Data Structures & Algorithms I & II (C++, OpenGL)

Skills
Coding Languages: C#, C++, C, Java, JavaScript, TypeScript, HTML, CSS, Python, Bash
Tools/Frameworks: Visual Studio Code, Visual Studio 2022, Git, Unreal Engine, Unity, Godot, XNA, OpenGL

Projects
Nullspace (Personal Project)   May 2023 - Present
- Designed and developed an in-depth game engine based on the MonoGame framework using C#, including systems development, gameplay programming, physics, UI, and more.
- Managed task boards and prioritized individual development work to maximize project productivity.
- Hosted and oversaw playtests, following feedback-based iterative development in response.

Pebble Watchfaces (Personal Projects, One Hackathon Winner)   March 2021 - Current
- Developed individually 6 watchfaces for the Pebble platform using C and a low-level SDK. Faces include customizable features and wireless communication between low-level watch platform and phone app.
- Planned and executed a winning project for the Rebble Hackathon #001 over the course of a weekend from November 18th to 20th, 2022.
- Managed using Git and hosted open-source examples on GitHub.

Work Experience
Under-The-Hood Programming Internship   May 2024 - August 2024
Changeling VR, Rochester Institute of Technology
- Implemented large overhauls for persistent save data and large underlying game systems.
- Designed and implemented modular overhaul of pause menu using new frameworks.
- Created thorough documentation for future teams to understand and continue systems development.

Software Engineering Internship   December 2022 - January 2023
Lewis S. Goodfriend & Associates, Chester NJ
- Individually learned and utilized the .NET Maui app framework over the course of 1 month to create a functional cross-platform phone app used for acoustic field calculations.
- Developed efficiently over a 1 month time frame, completed a finished product that is still used daily.

Awards
Eagle Scout | BSA Troop 36   July 2022
- Conceptualized community service project, managed finances and donations, and led 20+ volunteers over the course of 3 months in the construction and installation of bike repair boxes on a town trail.
- Oversaw peers and other scouts while organizing, coordinating, and leading troop activities.