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East Lansing, MI, 48823



NICOLAS NAPOLEONE

EDUCATION

UNIVERSITY OF MICHIGAN

GPA: 3.37

Ann Arbor, MI

**Bachelor of Science and
Engineering (B.S.E.) Computer
Science (Apr 2019)**

Relevant Coursework

Game Design and
Development

User Interface Design

Data Structure and Algorithms

Awards & Honors

University Honors

Dean's List

Cum Laude

Extracurricular Activities

Michigan Climbing Club

Esports Club

Livestreaming (Twitch.tv)

ADDITIONAL SKILLS

Unity Engine

C++/C#

Microsoft Products

Public Speaking

PROFESSIONAL EXPERIENCE

SOFTWARE ENGINEER

Virtual Repetitions, Ann Arbor, MI / Feb 2019 – Present

- Programming and game development in Unity
- Designing new UI elements and gameplay features
- Planning projects and releases as a small 3-man team
- Creating user tutorials and help content
- Managing codebase via Git/Sourcetree

PRIVATE TUTOR

Self-Employed, Ann Arbor, MI / Jun 2016 – Jun 2018

- Geometry and algebra tutoring for a high school student with short-term memory and attention deficit disabilities
- Algebra and chemistry tutoring for a private high school student
- Basic programming, algorithms and data structures group and solo tutoring for college sophomores and juniors

MATH INSTRUCTOR

Mathnasium, Rochester Hills, MI / Oct 2015 – May 2016

- Assist and tutoring students ranging from pre-K to post-high school with above and below average skill capabilities in math-related fields
- Assign custom tutoring content based on student needs
- Work with and macro-manage multiple students alongside fellow instructors