

## **Nicholas Saunders**

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### **Summary:**

Senior at the University of Florida studying Digital Arts and Sciences. My interests are in computer programming, software development, and exciting new technologies. Learning programs and new tools to create unique fun content is my passion.

### **Education:**

- Santa Fe College Associates of Arts in Engineering (May 2016) GPA:3.88
- University of Florida Digital Worlds Institute Bachelors of Arts in Digital Arts and Sciences(May 2017) GPA: 3.7

### **Past Experience:**

- Worked with the Processing IDE and the Microsoft Kinect to create a virtual keyboard that users can play and interact with
- Created an educational interactive solar system application for WebGL
- Development of a VR horror demo app for Google Cardboard using Unity3D
- Built a VR Art gallery featuring my own digital art for the HTC Vive using the Steam VR plugin for Unity3D

More information about past project can be found at [www.sauntic.com](http://www.sauntic.com).

### **Current Projects:**

- Starting my own business called Sauntic in my free time. I have several Android applications in development some of which are on Google Play Store.
- Conducting research with Dr. Angelos Barmpoutis to test the effectiveness of emoticon-like scripting when teaching computer programming
- Working on a local multiplayer game for one HTC Vive called Neighbors. In this game two players will be able to use one Vive in the same play space and try to destroy each other's houses

### **Skills:**

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| <ul style="list-style-type: none"><li>• Unity 3D and C#</li><li>• Object oriented programming</li><li>• Javascript/HTML and WebGL</li><li>• Android App development</li></ul> | <ul style="list-style-type: none"><li>• Adobe Photoshop and Illustrator</li><li>• Maya 3D animation</li><li>• Eclipse IDE</li><li>• Processing IDE</li></ul> |
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