

# Nicholas Shaffer

8075 Wolcott Road, East Amherst, NY 14051  
nshaffer26.github.io | linkedin.com/in/nshaffer26  
(716) 560-4435 | nshaffer26@outlook.com

## EDUCATION

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### University at Buffalo

#### ***Bachelor of Arts, Computer Science***

GPA: 3.824

Minors: Media Studies

Certificates: Game Studies Certificate

Buffalo, NY

May 2020

#### Coursework:

- Machines, Codes and Cultures
- Web Applications
- Introduction to Human-Computer Interaction
- Programming Graphics I
- Programming for Digital Art
- Game and Animation Workshop
- Game Design
- Data Structures
- Calculus
- Statistical Methods

## EXPERIENCE

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### AAkron Rule Corp

#### ***Prepping and Packaging Department***

- Prepare products for production
- Verify quality and correctness of products
- Formulate strategies for efficient output of products
- Communicate with coworkers to ensure efficient output of products as well as to prevent and limit misunderstandings

Akron, NY

April 2018 – Present

#### ***Product Designer***

October 2015 - Present

- Lead point of the research and design team that has been responsible for the addition of 10 new items that generated over \$1 million in sales annually.
- My focus is centered on the redesign of existing products and the amount of material that could be removed from the final manufactured item without compromising its overall feel. This reduction has contributed to annual savings of \$500K in raw materials and directly affected the list price and shipping charges that affect the end user.

## SKILLS

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**Software:** Efficient in Word, PowerPoint, Autodesk Fusion 360, Blender, and Unity

**Programming Languages:** Experience with Java, C#, HTML, CSS, and JavaScript

## PROFESSIONAL ASSOCIATIONS

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- Member of the National Society of Collegiate Scholars
- Member of Phi Beta Kappa