

Nicholas Shaffer

nshaffer26@outlook.com | (716) 560-4435 | nshaffer26.github.io | linkedin.com/in/nshaffer26

OBJECTIVE

Seeking a game development co-op using strong programming skills in C++, JavaScript, C#, and/or Unity. Available May 2022 – September 2022.

EDUCATION

Rochester Institute of Technology

Bachelor of Science, Game Design and Development

GPA: 4.0

Rochester, NY

Expected May 2023

University at Buffalo

Bachelor of Arts, Computer Science | Minor in Media Studies | Certificate in Game Studies

GPA: 3.8

Amherst, NY

May 2020

SKILLS

Computer Languages: C#, C++, HTML, CSS, JavaScript, Java

Software Tools: Visual Studio, Visual Studio Code, Git, Autodesk Fusion 360, Blender, Unity, Word, PowerPoint

PROJECTS

Dungeons, Danger, Glory (Personal Project)

April 2021 – January 2022

- Built upon and improved earlier projects that used the HTML Canvas API and Unity to create a 2D game using JavaScript and PixiJS.
- Developed an algorithm for procedurally generating dungeons with a unique layout of rooms of varying sizes and shapes each time the game is played.

We Need Space (Academic Project)

January 2022 – Present

- Collaborated within a team of 4 to design and prototype a game using C# and Unity.
- Conducted playtesting sessions to gain insight into which aspects of the game worked and which did not, adjusting prototypes accordingly.
- Worked on enemy behavior patterns to give a unique feel to different enemy types.
- Implemented powerup behavior, randomly generated asteroids, game audio, and a mini-map.

WORK EXPERIENCE

University at Buffalo

Undergraduate Teaching Assistant (Introduction to Web Applications)

Amherst, NY

January 2020 – May 2020

- Contributed to the planning, structure, and organization of course material.
- Assisted students with questions through both in-person office hours and online forums.
- Graded homework and project submissions.

AAkron Rule Corp

Product Designer

Akron, NY

October 2015 – Present

- Design new products used in the advertising specialty industry using Autodesk Fusion 360. This has resulted in the addition of 10 new items to the product line which have generating over \$1 million in annual sales to-date.
- Redesign existing products to understand the amount of material that can be removed from the final manufactured item without compromising its overall feel. This reduction has contributed to annual savings of \$500,000 in raw materials and has directly influenced the list price and shipping charges for the end user.

Prepping and Packaging Department

April 2018 – March 2020

- Prepared products for production while verifying their quality and correctness.
- Formulated strategies for efficient output of products.
- Communicated with coworkers to ensure the timely output of products as well as to prevent and limit misunderstandings.