Nicholas Shaffer

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EDUCATION

Rochester Institute of Technology — **Rochester, NY**
Bachelor of Science, Game Design and Development — **Expected May 2023**
GPA: 3.9

University at Buffalo — **Amherst, NY**
Bachelor of Arts, Computer Science | Minor in Media Studies | Certificate in Game Studies — **May 2020**
GPA: 3.8

SKILLS

Computer Languages: C#, C++, HTML, CSS, JavaScript, Java
Software Tools: Unity, Unreal Engine, Visual Studio, Visual Studio Code, Git, Autodesk Fusion 360, Blender, Maya

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 – May 2022**

- 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 — **Amherst, NY**
Undergraduate Teaching Assistant (Introduction to Web Applications) — **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 — **Akron, NY**
Product Designer — **October 2015 – April 2023**

- Designed new products used in the advertising specialty industry using Autodesk Fusion 360. This resulted in the addition of 10 new items to the product line which generated over $1 million in annual sales.
- Redesigned existing products with the goal of reducing material costs without compromising the overall integrity or quality of the final product. These reductions have contributed to annual savings of $500,000 in raw materials and have directly influenced the list price and shipping charges for the end user.

School of Interactive Games and Media at RIT — **Rochester, NY**
Game Developer (ChangelingVR) — **May 2022 - August 2022**

- Identified and built modular branches of gameplay in VR using Unreal Engine Blueprints. This included many small interactions meant to immerse the player in the game world.
- Debugged various complications that popped up throughout development.
- Addressed feedback received from playtesting.
- Enforced agile software development practices while managing and organizing the teams Trello board.