

# Nicholas Shaffer

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## EDUCATION

### Rochester Institute of Technology

*Bachelor of Science, Game Design and Development*

GPA: 3.9

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:** Unity, Unreal Engine, Visual Studio, Visual Studio Code, GitHub, Autodesk Fusion 360, Blender, Autodesk Maya

## PROJECTS

### Dungeons, Danger, Glory (Personal Project)

April 2021 – January 2022

- 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

- 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.

### Pirate's Quest (Academic Project)

February 2023 – Present

- Collaborated within a team of 4 to design and prototype a casual rogue-lite using C# and Unity.
- Conducted playtesting sessions to gain feedback and critique, adjusting prototypes accordingly.
- Designed a currency system to allow the purchase of weapons, crew members, and treasures. There are also permanent upgrades that can be bought at the end of a round to help you on future runs.

## 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.