

Nicholas Shaffer

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EDUCATION

Rochester Institute of Technology

Bachelor of Science, Game Design and Development

GPA: 3.9

Rochester, NY

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

Pirate's Quest (Academic Project)

February 2023 – May 2023

- 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.

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.

Dungeons, Danger, Glory (Personal Project)

April 2021 – January 2022

- Improved earlier projects that used HTML Canvas 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.

WORK EXPERIENCE

AAkron Rule Corp

Product Designer

Akron, NY

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

Game Developer (ChangelingVR)

Rochester, NY

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 team's Trello board.

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.