

NIKOLAS WHITESIDE

714-4 Park Point Drive Rochester, NY 14623 | (315)402-9961
nrw6218@rit.edu | whitesidedesign.com

- EDUCATION** | **ROCHESTER INSTITUTE OF TECHNOLOGY, ROCHESTER, NY**
BACHELOR OF SCIENCE IN GAME DESIGN AND DEVELOPMENT
MINORS IN MANAGEMENT AND SOFTWARE ENGINEERING
GPA: 3.94
- Dean's List (Fall 2015 – Spring 2017)
 - RIT Honors Program (Spring 2016 – Present)
 - Anticipated Graduation – May 2019

- SKILLS & ABILITIES** | **LANGUAGES**
C#, JavaScript, HTML5, CSS3, Java, C++
- TOOLS, LIBRARIES AND FRAMEWORKS**
Visual Studio 2017, Unity 2018, MonoGame 3.4, Photoshop CC, InDesign CC, Illustrator CC, Git, Jira, Angular, React, QuillJS, Canvas, Material UI, Jasmine, Protractor, JSON, Postgres, Spring Boot
- METHODOLOGIES**
Agile/Scrum, Team Management, UML, Object-Oriented Design

- EXPERIENCE** | **SOFTWARE ENGINEERING INTERN TARGET CORPORATION**
JUNE 2018 – AUGUST 2018
- Collaborated with engineers and UX designers on the Trellis web app on the Ivy Promotions team.
 - Created database search endpoints, integrated Swagger and Blossom into our system. Developed React components for filtering and deleting Trellis articles as well as improving the interface and usability.
- FRONT-END DEVELOPER INTERN FORBES MEDIA LLC**
JANUARY 2018 – MAY 2018
- Provided remote assistance to the Forbes Product/Tech team.
 - Developed features for content management system and styles for Forbes.com redesign using HTML5, SASS, JavaScript, Angular and QuillJS.
- TEACHING ASSISTANT ROCHESTER INSTITUTE OF TECHNOLOGY**
AUGUST 2016 - PRESENT
- Assist students with in-class assignments and tutor them with basic programming concepts and advanced video game algorithms.
 - Grade student projects built with Unity in C#.

- PROJECTS & PORTFOLIO** | **TOWER BUILDER**
MARCH 2017 – APRIL 2017
TEAM SIZE: 2
- Casual tower-stacking web game developed with JavaScript and the Canvas library.
- THE SHUNNED**
DECEMBER 2017 – PRESENT (IN DEVELOPMENT)
- A survival-horror game being developed in Unity 2017.1.1 with C#.
 - Working on world building, gameplay programming, UI/UX design and enemy AI.
- RHYTHM HIGHWAY**
MARCH 2017 – PRESENT (IN DEVELOPMENT)
- Rhythm game, targeting Android devices, using Unity 2017.1.1 and C#.
 - Programming File IO and gameplay logic in addition to UI/UX design.
- PROJECT_SPACE, PROJECT LEAD**
FEBRUARY 2016 – OCTOBER 2016
TEAM SIZE: 4
- Real-time RPG developed using C# and the MonoGame framework.
 - Programmed menu interface, inventory system, level creation tool and designed levels.