

Nicholas A. Buonarota

Game Developer and Level Designer

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Wappingers Falls, New York, USA

Technical Skills

Programming (9 years)

C • C++ • C# • UE4 Blueprints • Python • JSON • SQL

3D Editors & Tools

UE4 • Source/Hammer • Unity3D • Maya • Blender

Software and Environments

Visual Studio • Adobe Suite • MS Office • Notepad++ • VNC • Git • GitHub • GitHub Desktop • SourceTree • VI • UNIX

Professional Experience

Software Engineer

IBM, Poughkeepsie, NY, Nov. '15 - Present

Products: *CSM – Open Sourced 2018 – Quarterly Updates*

Shipped Products: *Summit Supercomputer, Sierra Supercomputer*

- Lead the CSM team in designing and developing APIs for a new open sourced product, Cluster System Management (CSM) for IBM HPC super computers.
- Worked directly with the client, US DoE, in an agile process to insure a satisfied product delivery on schedule.
- Also worked on: UFM integration, inventory collection, and tools programming.

Technical Designer

Magic Spell Studios, Rochester, NY, June '14 - Aug. '14

Games Released: *Build Your Jewish Hero*

- Used JavaScript and JSON for both gameplay scripting and loading art content into the engine.
- Mediated between artists & engineers to get quality content into the game efficiently.
- Communicated with client (JCC of Detroit, Michigan) through agile process to ensure polished product delivery.

Web Developer

Magic Spell Studios, Rochester, NY, June '13 - Aug. '13

Games Released: *Paths Through History*

- Designed and developed the website, user experiences, and web games in HTML 5 and JavaScript.
- Scripted custom Sign-Up and Sign-In system to communicate with backend SQL server and database of users.
- Scripted user badge and achievement system.

Published Personal Works

Left 4 Dead 2 Steam Workshop

Star Wars Survivors Mod Collection (2018)

- Replaced all L4D2 survivors with heroes from *Star Wars: A New Hope*.

Star Wars Lightsaber Melee Mod Collection (2017)

- Replaced all L4D2 melee weapons with various lightsabers. All are well received with high subscriptions and ratings.

Star Wars Death Star Survival Map (2015)

- Developed the only Star Wars themed L4D2 map on the Workshop.

GitHub

Fly Casual (In Development) – Quarterly Updates

- Fan-made "Star Wars: X-Wing Miniatures Game" simulator developed in Unity3D.
- Contributions include programming game content such as pilots, ships, and bug fixes.

Patents

IBM: Cognitive-based Tools for Care and Charge of Incontinent Individuals or Animals • Filed: Aug. 8, 2018

Education

Rochester Institute of Technology

MS: Game Design and Development - May '15

Areas of Study: Level Design, Multiplayer FPSs

Rochester Institute of Technology

BS: Game Design and Development - May '13

Minor: Psychology: Behavior, Learning, and Perception