

# Nicholas A. Buonarota

*Game Developer and Level Designer*

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Greater New York City, USA

## Technical Skills

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### Programming (10+ 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

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### Software Engineer

**IBM, 2015 – 2020**

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, tools programming, and lab hardware maintenance.

### Lecturer

**Rochester Institute of Technology, June '15 - Aug. '15**

Classes taught: *Level Design, Introduction to C# Programming in Unity 3D*

- Taught 2 classes over the summer session for the Interactive Games and Media department.

### Graduate Teaching Assistant

**Rochester Institute of Technology, Sept. '13 - May '15**

Classes taught: *Introduction to Programing in C++, Game Design and Development, C# and Unity3D*

- Helped students with homework, graded assignments providing detailed critique and suggestions for improvement.
- Frequently checked in with students to ensure they understood the material.
- Worked with faculty to create a new course for the department called "Game level design"

### Technical Designer

**Magic Spell Studios, 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, 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.

### Junior Game Archivist

**The Strong National Museum of Play, March '13 - May '13**

- Impressed by my work as an intern, ICHEG promoted me to Junior Game Archivist and hired me part time. I worked there while taking my final undergrad classes at RIT.
- During this time, work focus shifted primarily towards cross referencing databases, updating information, and creating a list organized by priority of top games from the last 25 years which the museum did not already own at least one copy of for each platform it was released for, and a list of methods for obtaining these games.

### Game Archivist Intern

**The Strong National Museum of Play, Sept. '13 – Feb. '13**

- Responsibilities included guiding the video capture preservation project, creating detailed documentation and guides about the process, researching the technology of video capture, and advising ICHEG on how to move forward in its goals of preserving electronic games.
- Whenever I noticed entries in the database that seemed unclear or incorrect, I would correct them or ask co-workers why the entry was presented in this way.

## Published Personal Works

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### Left 4 Dead 2 Steam Workshop

#### [Star Wars Geonosis Petranaki Arena Survival Map](#) (2019-2020)

- Designed and developed a survival map for L4D2 based on Geonosis from *Star Wars: Attack of the Clones*.

#### [Star Wars Survivors Mod Collection](#) (2017-2018)

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

#### [Star Wars Lightsaber Melee Mod Collection](#) (2015-2017)

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

### GitHub

#### [Fly Casual](#) (In Development) – Quarterly Updates – GitHub (I contributed from '18-'19)

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

## Awards and Achievements

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**2nd Place** (2014) IGM Imagine Cup Hackathon - Super Mega Happy Fun Road Trip

**Best in Theme** (2013) IMG Halloween Hackathon - Robin Hood and the Balance of Candy

**4th Place** (2012) Nuclear Dawn Map Making Contest - Alcatraz Island Battlefield

**The St. Joseph Medal** (2009) Presented to a man who exemplifies loyalty, cooperation, leadership, industry, and active catholicity.

**Bergen County Professional Counselors Association Caring Award** (2009) Recognition of outstanding service to our community and to those in need.

**New Jersey Boys State** (2008)

## Patents

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**IBM:** Cognitive-based Tools for Care and Charge of Incontinent Individuals or Animals • [US10490307B1](#) • Pub: 11/26/19

## Education

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### Rochester Institute of Technology

Master of Science, (M.S.)

Game Design and Development - May '15

Areas of Study: Level Design, Multiplayer FPSs

### Rochester Institute of Technology

Bachelor of Science, (B.S.)

Game Design and Development - May '13

Minor: Psychology: Behavior, Learning, and Perception

## Volunteer

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**Poughkeepsie Skate Park** – Poughkeepsie, NY (2017-2020)

- Assembled skate ramps.
  - Cleaned up trash.
  - Encouraged children to have fun and try new tricks.
- Student Ambassador** – RIT, Rochester, NY (May 2012 – May 2014)

- Represented the School of Interactive Games and Media and conducted self in a professional and personal manner while interfacing with prospective students, industry contacts, and other departments of RIT.

## Hobbies

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- Making maps and levels for my favorite games.
- Working on Cars
- Painting and wargaming
- CrossFit
- Yoga