

John DeNicola

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EDUCATION

Stevens Institute of Technology, Hoboken, NJ

Bachelor of Arts in Visual Arts & Technology

Expected May 2022

Minor in Computer Science

Honors: Pinnacle Scholars Program

Coursework: Algorithms, Database Management, Web Development, Entrepreneurial Thinking, Game Design

SKILLS

Software: Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Adobe Premier, Adobe Lightroom, Microsoft Word, Microsoft PowerPoint, Microsoft Excel, Google Docs, Google Sheets, Google Slides

Coding: Java (8 years), Unity3D (5 years), HTML5 (3 years), Unreal Engine 4 (1 year), SQL (1 year)

WORK

HYPE Math

Game Development Intern

June 2021—August 2021

- Designed levels in Unity for use in an upcoming educational game
- Tested and developed C# code to improve gameplay and performance of the application
- Provided feedback on gameplay and mechanics to improve gameplay during weekly team meetings

Space Dwarves Entertainment Inc.

Level Design Intern

August 2020—March 2021

- Designed levels in Unity for use in an upcoming science fiction game, from concept to completion
- Created game environments with elements from an outline document using Unity

TwinRayj Studios, Chicago, Illinois

Quality Assurance Intern

September 2020—March 2021

- Provided feedback used by programmers and designers to improve the functionality of the application
- Provided feedback on gameplay and mechanics for games through bug and user experience reports

PROJECTS

Senior Capstone

September 2021 – Present

- Researching accessibility design for vision impaired users in games and interactive media
- Developing a narrative game in Unity with accessibility options for users with impaired vision

Your Shift Forward Initial Logo Designs

May 2020

- Designed a set of logos in Illustrator to be used by a networking startup for social media

Xanatek Whitepapers

July 2020

- Designed and edited white papers to be used in the sales process of an insurance technology company

VOLUNTEER EXPERIENCE

Middletown Township Public Library, Middletown, NJ

Children's Computer Programming

September 2016—June 2017

- Created concept for, developed curriculum and led computer programming workshops for children, ages 6—12.
- Developed a series of 7 one-hour in person workshops covering basic Java programming