Nicholas Mercadante - Software Engineer

nvmerc.com | github.com/dantayy | nvmercadante@gmail.com | (609) 610-3439

SKILLS

C++, C#, Python, Unreal Engine 5, Unity, Maya, Level Design, Qt, Node.js, JavaScript, HTML/CSS, Bootstrap

WORK EXPERIENCE

Lockheed Martin - *Software Engineer II (C++, Qt, Python, Sikuli, Jira, Git)*

August 2020 - Present
- Rapidly prototyped a UI overhaul for radar GUI and worked with QA team as builds released
- Designed systems for rapid scaling to deliver objective results within first year of development
- Harnessed principles of object oriented programming, singletons, and efficient memory management
- Owned main components of new UI system, with fellow engineers deriving components from them
- Followed strict coding standards to maintain clean code base
- Proficient in an agile working environment, attending and sometimes directing daily scrum meetings
- Mentored junior engineers & collaborated as a subject matter expert for pipeline development

PERSONAL PROJECTS

Space Crab VS Sound Check UI - Summer 2024 *(AGK Script, UX Design, Git)*

https://github.com/johnhoban42/SpaceCrabVS/tree/soundcheck

- Helped design and implement a "jukebox" menu allowing players to sample the library of music offered in Space Crab VS
- Built for both mobile and desktop platforms, dynamically placing elements for optimal screen usage
- Connected to backend game management systems to both determine locked songs not yet available to players in the menu and change the music that will be played in other areas of the game

Space Crab VS AI - Spring 2023 *(AGK Script, Game Design, Git)*

https://github.com/johnhoban42/SpaceCrabVS/tree/AI

- Adapted to limited capabilities of smaller scripting framework while maintaining best code practices
- Roughed out per-character AI logic based on their unique abilities/movement
- Playtested logic with peers and tweaked values based on feedback to suit multiple difficulty levels

Sleep Patrol Alpha Level Design - 2021 *(Level Design, Git)*

https://apps.apple.com/us/app/sleep-patrol-alpha/id1547088529

- Worked with a team to design the second level for a side-scrolling auto-running platformer to ship on iOS/Android platforms.
- Iterated on level layouts and tested in AppGameKit with project leads to assure quality

Streaming Fundraisers - Ongoing *(Content Creation, Video Editing, Project Management)*

https://tiltify.com/@dantayy5050/profile

- Planned and hosted multiple successful online charity events based around livestreaming on the Twitch/YouTube platforms while collaborating with friends and fellow creators
- Prepared multiple interactive elements to encourage audience engagement, as well as produced advertisements for the projects on various social media platforms ahead of time to drum up enthusiasm
- Raised thousands for groups such as charity:water and the International Rescue Committee

EDUCATION

Rochester Institute of Technology, Rochester, NY - *BS in Game Design & Development, Class of 2020*