Nicholas Dimitri Bazos

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EDUCATION —

Rochester Institute of Technology
M.S. Game Design & Development
B.S. Game Design & Development
Double Minor in Digital Business & Psychology
Graduated May 2021.

Undergraduate GPA: 3.84/4.0
Graduate GPA: 4.0/4.0

Relevant Links:
- LinkedIn
  www.linkedin.com/in/nicholasbazos/
- Portfolio
  www.nicholasbazos.com/

SKILLS/LEADERSHIP —

Focused Languages:
C++, C#, Java

Software Proficiency:
Unity, Visual Studios, Android Studio, Bullet Physics, Git, Perforce, Jira, GitKraken, GIMP, Maya, Reaper, Microsoft Office, Wix

Exposure To:
HTML5, CSS, Scalable JavaScript (Module Patterns, Function Constructors, etc.), AJAX, jQuery, SQL, Canvas API, Web Audio API, Google Maps API, Node.js API, Heroku, Agile Development, Scrum, Kanban

Extracurricular:
Phi Kappa Psi Fraternity, Gamma Sigma Alpha (National Greek Academic Honor Society), Order of Omega (Greek Leadership & Honor Society), NSF I-Corps Node Short Course Completion

EXPERIENCE

06/2018 - 12/2018
Web-Mobile Developer • Rochester Regional Health
In this co-op position, produced a solo project focused on prototyping and developing "Wayfinder" - an Android augmented reality (AR) indoor navigation application (utilizing a combination of Google ARCore and the IndoorAtlas SDK) for Rochester General Hospital. In this role, I gave numerous presentations based on my technical implementations/discoveries in addition to orchestrating knowledge transition processes/trainings to successfully move the project from a solo-based endeavor to team project.

05/2017 - 08/2017
Lead Instructor • iD Tech Camps
For this summer co-op block, I engaged with and set the model for my team of instructors to deliver high-quality programming instruction in a variety of computing languages (C++, Java, Python) that ensured each attendee left with a fully functional final product.

PROJECTS

06/2020 - 05/2021
A Demon Killed My Babushka
As a core member of a team of five, developed a first-person action game on top of our own custom engine revolving around a young demon slayer's journey of revenge on the demons who killed their grandmother. Served as both Project Manager and Gameplay Programmer. As Project Manager, I created, managed, and enacted our day-to-day process to ensure we stayed on track with our development objectives. As a Gameplay Programmer, I was primarily responsible for implementing the FPS controller and player mechanics in both the Unity prototype and custom engine (utilizing Bullet Physics) as well as implementing proof of concept systems (such as applying blood decals to the environment from particles and core game objective logic) in the Unity prototype while we ramped up the engine to support gameplay.

01/2020 - 04/2020
Rabbit Hunter AI Simulation
Single-handedly developed a simulation in Unity centered around a hunter tracking and capturing a rabbit bringing carrots back to its den to demonstrate a GOAP (Goal Oriented Action Planning) AI architecture that accommodated for interruption in agent planning. Further additions to this project included procedural terrain generation utilizing the Fractal Brownian Motion algorithm to create applicable heightmaps in addition to agent sensory systems (visual/auditory) that integrate into and affected AI agent planning/action.

09/2019 - 12/2019
Bumper Bears
Developed a local multiplayer king-of-the-hill game in Unity targeting an audience between the ages of 8 and 12. Worked primarily as a Gameplay Programmer and a Level Designer in a team of six where I focused on developing the core mechanics and interactions in different levels parallel to making consistent iterations based on playtest feedback from our target audience.