

# Nicholas F. Segreti

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*A passionate gameplay programmer always dedicated to creating the most satisfying game mechanics and user experience.*

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## Education

**Bachelor of Science** • **DePaul University** • Chicago, Illinois • July 2012 - June 2016  
Majors: *Gameplay Programming*  
• GPA: 3.625/4.000

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## Professional Experience

**Designer and Programmer** • **Untitled Project** • July 2016 - Present

- Collaborating with a small team to design gameplay and mechanics
- Rapidly prototyping of mechanics to demonstrate game feel
- Iterating on level design and layouts to improve game flow
- Presenting prototypes to the team and using feedback to improve game mechanics

**Designer and Programmer** • **A Moment Free From Darkness** • April 2016 - July 2016

- Worked in small team to design Virtual Reality content
- Programmed in Unity to create and manage Virtual Reality content and mechanics efficiently
- Troubleshooted and solved software and hardware problems
- Participated in game showcases at Indie Prize 2016 and Bit Bash 2016

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## Activities

**Defrag Board Member** • **DePaul University club** • May 2015 - June 2016

- Elected by peers to manage and plan activities
- Organized and executed small events for the DePaul student body
- Planned and participated in multiple game jams for 48 hour game development cycles

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## Skills

### Programming skills

- C++, C#, Python
- Unity Engine
- Unreal Engine 4

### Game Development Skills

- Maya
- 3ds Max
- Oculus development

### General Skills

- Microsoft Office
  - PC repair
  - Website management
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