

Nicholas F. Segreti

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Professional Experience

- Operations Associate II** • MxD USA August 2017 - Present
- Plan events from start to finish according to requirements, partner needs and organization objectives
 - Manage scheduling software and virtual event software to support events and oversee all platform updates
 - Facilitate over 300 small meetings and over 80 events annually pre-COVID
 - Developed procedures for operating internal virtual conferences and speaking engagements
 - Produced onsite and remote webinar studio kits for high quality virtual conferences

Contract Game Development Projects

- Project Manager, Designer, Programmer** • AnthroPod VR March 2019 - October 2019
- Partnered project to design VR gameplay and mechanics for Oculus Rift in an educational environment
 - Rapidly prototyped and programmed VR mechanics in Unity to demonstrate game feel
 - Lead on level design and iterated on layouts and environments in VR that can facilitate learning
 - Troubleshoot and resolved software and hardware problems for VR setups

- Project Manager, Designer, Programmer** • Bitter Wind November 2017 - June 2018
- Managed a small team to design gameplay and mechanics for the Microsoft Hololens
 - Rapidly prototyped and programmed AR mechanics in Unity to demonstrate a mixed reality game feel
 - Lead on level design and layouts to improve game flow and interaction with mechanics
 - Organized team tasks and schedules with an external space for development and playtesting

- Designer, Programmer** • Something Wicked November 2016 - October 2017
- Worked with a small team to design and develop 2D immersive story content
 - Programmed in Unity to develop mechanics and manage content efficiently
 - Troubleshoot and resolved software and hardware problems for sprint deliverables
 - Participated in game showcases and was featured in Im Spielrausch exhibit, MAKK Museum Cologne

Education

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

Skills

Development

- Unreal Engine
- Unity Engine
- Autodesk Maya
- Autodesk 3Ds Max

Programming

- C#
- C++
- Python
- Java

Professional

- Team Management
- Problem Solving
- Time Management
- Communication

Software

- Microsoft Office Suite
- Perforce/Github
- Slack/Teams
- Jira/Trello