

# Nicholas Mercadante - Software Engineer

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## SKILLS

C++, Qt, C#, Python, Node.js, JavaScript, HTML/CSS, Bootstrap, Git, GDScript, Godot, Unreal Engine 5, Unity, UX Design, Game Design, Level design, Content Creation, Video Editing, Project Management

## EXPERIENCE

**Lockheed Martin** | *Software Engineer II* | August 2020 - Present | C++, Qt, Python, Sikuli, Jira, Git

- Rapidly prototyped a UI overhaul for radar GUI, working closely with QA team to ensure bug-free builds
- Designed systems for rapid scaling, and utilized principles of object-oriented programming and efficient memory management to deliver objective results within the first year of development
- Owned main components of new systems, and assisted fellow engineers in deriving from them
- Followed strict coding standards to maintain a clean code base
- Collaborated in an agile working environment, attending and occasionally directing daily scrum meetings
- Mentored junior engineers and contributed to pipeline development as a subject matter expert

## PROJECTS

**Space Crab VS Sound Check UI** | Summer 2024 | AGK Script, UX Design, Git

[https://store.steampowered.com/app/2416940/Space\\_Crab\\_VS/](https://store.steampowered.com/app/2416940/Space_Crab_VS/)

- Designed and implemented a “jukebox” menu, allowing players to sample a large library of music
- Built scaling UI to accommodate mobile and desktop platforms, dynamically placing elements for optimal screen usage
- Connected to backend game management systems to determine locked songs in the menu and change the music that will be played in other areas of the game

**Righteous Knight** | March 2024 | Level Design, GDScript, Godot, Git

<https://dantayy5050.itch.io/righteous-knight>

- Built a top-down puzzle game prototype in Godot during a month-long game jam
- Used the constraint of designing a “one button” game to keep scope limited, and focus on making a single mechanic entertaining in a series of levels
- Won first prize after iterating and polishing my designs

**Space Crab VS AI** | Spring 2023 | AGK Script, Game Design, Git

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

- Created AI logic for a variety of characters based on their unique abilities/movement
- Adapted to limited capabilities of smaller scripting framework while maintaining best code practices
- Playtested logic with peers and tweaked values based on feedback to suit multiple difficulty levels

**Streaming Fundraisers** | Ongoing | Content Creation, Video Editing, Project Management

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

- Planned and hosted multiple successful online charity events based around live streaming on the Twitch/YouTube platforms while collaborating with friends and fellow creators
- Prepared multiple interactive elements to encourage audience engagement, and produced advertisements for the projects for various social media platforms

## EDUCATION

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