Nicole Scalera

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**EDUCATION**

**Marist College**, Poughkeepsie, NY

Bachelor of Communication & The Arts (3rd Year),

Major: Games & Emerging Media

Minor: Computer Science

Concentration: Technical Development & Programming

GPA: 3.6

**COMPUTER & DIGITAL SKILLS**

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| *Software** Unity
* Visual Studio / VS Code
* Git, GitHub, GitKraken
* JetBrains Rider
* Blender
* Adobe Photoshop
* WordPress
* Camtasia
 | *Programming Languages** C#
* C++
* Python
* Java
* JavaScript
* HTML / CSS
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**PROJECTS**

**Murder Mystery** - *Murder at Supper*

A retired engineer with a family of robots dies unexpectedly. Players assume the role of his Personal Assistant Machine (P.A.M.) to investigate his mysterious death. Developed in Unity with C# using VS Code & GitHub.

**Comedic Dating Simulator** - *Red Flags*

A debt-ridden grad student goes on eccentric dinner dates with wealthy men, matching their weirdness to get them to cover the check. Developed in Unity with C# using VS Code & GitHub.

**Action-Adventure Platformer** - *Brushbound*

Leo, a painter with a magical toolset, accidentally opens a portal to another dimension, releasing an art thief who steals his brush. To prevent the thief from conquering the world, Leo must battle paint monsters. Developed in Unity with C# using VS Code & GitHub.

**Text-based RPG** - *Heist Crisis*

After triggering a bank alarm during a stealth heist, a burglar must use a map, shop, and inventory to escape from the vault to a rooftop helicopter. Developed in Python using IDLE.

**Walking Simulator -** *The Organ Trail*

After an untimely death, the player is transported to a subliminal realm where they interact with their organs to uncover the truth about their passing, and if it’s too late to reverse it. 3D modeled in Blender, developed in Unity with C# using VS Code & GitHub.