

Nicole Scalera

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EDUCATION

Marist University, B.S. Games & Emerging Media
Concentration: Technical Development & Programming

Poughkeepsie, NY Aug 2022 – May 2026
Minor: Computer Science **GPA:** 3.58

TECHNICAL SKILLS

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

WORK EXPERIENCE

Assistant Director, iD Tech Camps, Montclair, NJ [July 2026 – Present]

- Managed daily operations for a multi-program STEM camp, coordinating staff, scheduling, and logistics.
- Resolved operational challenges and communicated effectively with parents, staff, and leadership.

Lead Instructor, iD Tech Camps, Montclair, NJ [June – August 2025; June 2026 – July 2026]

- Taught young kids and teens how to develop desktop and VR games in Unity & C# and Roblox Studio & Lua.
- Acted as the primary point of contact for instructors, resolving operational issues and ensuring seamless coordination between staff, campers, and leadership.

PROJECTS

Cozy Puzzle Parkour Game - Isles of Ethon

- A 3D third-person adventure game that follows Sky, a young girl who must solve puzzles to reunite the Isles of Ethon.
- Created CI/CD GitHub Actions Workflows for remote testing and building according to custom Unity build profiles.
- Created a workflow that built to MacOS without requiring premium features from the Apple Developer Program.
- Designed and programmed event-driven architecture for code that is clean, maintainable, and scalable.
- Deployed all 45 semantically versioned releases for Windows and MacOS and maintained changelog on GitHub.
- Developed in Unity with C# using JetBrains Rider. Version controlled using GitHub and GitKraken.
- Tracked progress & deliverables through GitHub Projects and Issues.

Mystery Horror Job Simulator - Package Co.

- Aaron Laynes takes a job at a shady packaging company while searching for his missing girlfriend.
- Created a dynamic save system that communicates with a custom bucket hosted on Unity's Cloud Content Delivery network to clone Addressable Assets to the Player's disk that are utilized for saving and loading data.
- Developed in Unity with C# using JetBrains Rider & VS Code. Version controlled using GitHub & tracked progress & deliverables through GitHub Projects and Issues.

Comedic Dating Simulator - Red Flags

- Play as a broke grad student who opts for an unconventional money-saving hack: go on dinner dates with rich men, match their level of weirdness, and convince them to cover the check.
- Designed and implemented dynamic gameplay loop in YarnSpinner with an algorithm that allows for unique playthrough with six distinct endings, tailored to the Player's decision.
- Developed in Unity with C# using VS Code & version controlled with GitHub.

ACTIVITIES

President of Marist Game Developers [December 2023 – May 2026]

- Spent 2 years as PR Manager, kickstarting the club's social media presence on [Instagram](#).
- Lead the club to be chartered under official recognition by the Marist student government.
- As President, I continued to run the Instagram while organizing events and ensuring activities reached our ultimate goal of inspiring members to turn their ideas into captivating gaming experiences.