

Nicholas A. Buonarota

Hardware and Software New Media Specialist

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Technical Skills

Programming (10+ years)

C • C++ • C# • UE4 Blueprints • Python • JSON • SQL

Software and Environments

Adobe Suite • MS Office • Axure RP • Balsamiq • Sketchpad Skills • Visual Studio • Notepad++ • Git • GitHub • Arduino

3D Editors & Tools

UE4 • Source/Hammer • Unity3D • Maya • Blender

Professional Experience

Rochester Institute of Technology

Assistant to the Associate Director of the Interactive Games and Media Department

2021 - Present

2025-Present

- Assists with departmental administrative duties.

Visiting Lecturer

2024-Present

Classes taught: Game Design, User Experience Design, Physical Computing and Alternative Interfaces, Web Tech for Games, New Media Programming 3

- Teaches classes for the Interactive Games and Media department.
- Teaches in various mediums including in-person, online synchronous, and online asynchronous.
- Advisor for multiple Graduate Master Thesis teams.

Adjunct Lecturer

2021-2024

Classes taught: Game Design, User Experience Design, Physical Computing and Alternative Interfaces, Web Tech for Games, 2D Animation

- Taught classes for the Interactive Games and Media department.
- Taught in various mediums including in-person, online synchronous, and online asynchronous.
- Advisor for multiple Graduate Master Thesis teams.

The City College of New York

2023 - 2024

Adjunct Lecturer

Classes taught: Intro to Game Programming in Unity

- Taught classes in the newly formed *Gaming Pathways* program.
- Highly involved as a curriculum advisor as the new program develops.
- Worked with students and industry veterans to build a multistage mentoring internship program.

CrossFit Ignite

2022 - 2024

Head of Community Development

2023-2024

- Lead the development and execution of community engagement strategies to increase brand awareness and engagement, which resulted in a 37% increase in the active user base over the first 3 months.
- Managed a team of 3 community managers and coordinators, overseeing the development and implementation of community programs, events, and initiatives. Our gym members are happy with our work. We see more smiles in the gym. Clients and members quotes saying they are having, "more fun!" and "great time with all the content!"
- Established partnerships with key stakeholders, including local businesses, government agencies, and non-profit organizations, to build a robust and supportive community ecosystem for our gym members.

PR Marketing Lead

2022-2023

- Specializing in Social Media and Community Development.
- Relating to Multimedia, User Experience, and Digital Engagement.
- Worked with owner and coaches to plan and execute the vision for the gym's community and brand.

Promptin' Circumstance

2021 - 2022

Director of Research and Development

- Lead organization in software and hardware development goals.
- Prototyped new custom hardware controllers for teleprompters using Arduino.
- Developed custom software for formatting teleprompter scripts.

Teleprompter Operator

- Part of first-hand field research for RnD position.
- Operated teleprompters on live events, recorded events, and remote events.
- Gathered valuable knowledge for RnD User Experience insights.

IBM

2015 – 2020

Software Engineer

Live Products: CSM – Open Sourced 2018 – Quarterly Updates

Shipped Products: Summit Supercomputer, Sierra Supercomputer

- Lead the CSM team in designing and developing APIs for a new open-sourced product, Cluster System Management (CSM) for IBM HPC super computers.
- Worked directly with the client, US DoE, in an agile process to insure a satisfied product delivery on schedule.
- Also worked on: UFM integration, inventory collection, tools programming, and lab hardware maintenance.

Rochester Institute of Technology

2015

Lecturer

Classes taught: Level Design, Introduction to C# Programming in Unity 3D

- Taught 2 classes for the Interactive Games and Media department via the Kids on Campus summer program.

Graduate Teaching Assistant

Classes taught: Introduction to Programing in C++, Game Design and Development, C# and Unity3D

- Helped students with homework, graded assignments providing detailed critique and suggestions for improvement.
- Worked with faculty to create a new course for the department called "Game level design"

Magic Spell Studios

2014

Technical Designer

Games Released: Build Your Jewish Hero

- Used JavaScript and JSON for both gameplay scripting and loading art content into the engine.
- Mediated between artists & engineers to get quality content into the game efficiently.
- Communicated with client (JCC of Detroit, Michigan) through agile process to ensure polished product delivery.

Web Developer

Games Released: Paths Through History

- Designed and developed the website, user experiences, and web games in HTML 5 and JavaScript.
- Scripted custom Sign-Up and Sign-In system to communicate with backend SQL server and database of users.
- Scripted user badge and achievement system.

The Strong National Museum of Play

2013

Junior Game Archivist

- Impressed by my work as an intern, ICHEG promoted me to Junior Game Archivist and hired me part time. I worked there while taking my final undergrad classes at RIT.
- During this time, work focus shifted primarily towards cross referencing databases, updating information, and creating a list organized by priority of top games from the last 25 years which the museum did not already own at least one copy of for each platform it was released for, and a list of methods for obtaining these games.

Game Archivist Intern

- Responsibilities included guiding the video capture preservation project, creating detailed documentation and guides about the process, researching the technology of video capture, and advising ICHEG on how to move forward in its goals of preserving electronic games.
- Whenever I noticed entries in the database that seemed unclear or incorrect, I would correct them or ask co-workers why the entry was presented in this way.

Published Personal Works

Left 4 Dead 2 Steam Workshop

[Star Wars Geonosis Petranaki Arena Survival Map](#) (2019-2020)

- Designed and developed a survival map for L4D2 based on Geonosis from *Star Wars: Attack of the Clones*.

[Star Wars Survivors Mod Collection](#) (2017-2018)

- Replaced all L4D2 survivors with heroes from *Star Wars: A New Hope*.

[Star Wars Lightsaber Melee Mod Collection](#) (2015-2017)

- Replaced all L4D2 melee weapons with various lightsabers. All are well received with high subscriptions and ratings.

GitHub

[Fly Casual](#) (In Development) – Quarterly Updates – GitHub (I contributed from '18-'19)

- Fan-made "Star Wars: X-Wing Miniatures Game" simulator developed in Unity3D.
- Contributions include programming game content such as pilots, ships, and bug fixes.

Awards and Achievements

2nd Place (2014) IGM Imagine Cup Hackathon - Super Mega Happy Fun Road Trip

Best in Theme (2013) IMG Halloween Hackathon - Robin Hood and the Balance of Candy

4th Place (2012) Nuclear Dawn Map Making Contest - Alcatraz Island Battlefield

The St. Joseph Medal (2009) Presented to a man who exemplifies loyalty, cooperation, leadership, industry, and active catholicity.

Bergen County Professional Counselors Association Caring Award (2009) Recognition of outstanding service to our community and to those in need.

New Jersey Boys State (2008)

Patents

IBM: Cognitive-based Tools for Care and Charge of Incontinent Individuals or Animals • [US10490307B1](#) • Pub: 11/26/19

Education

Master of Science, (M.S.)

Game Design and Development - May '15

Areas of Study: Level Design, Multiplayer FPSs

Rochester Institute of Technology

Bachelor of Science, (B.S.)

Game Design and Development - May '13

Minor: Psychology: Behavior, Learning, and Perception

Rochester Institute of Technology

Volunteer

P-Tech Mentor – Newburgh, NY (2016-2020)

- Partnering with IBM, I participated in the IBM P-Tech mentoring program, where I guided local youth in high school.
- Helped my mentee with creating a resume and securing their first internship at IBM.
- Gave presentations about the importance of public speaking, confidence, and engineering.

Park Caretaker - Poughkeepsie Skate Park, Poughkeepsie, NY (2017-2020)

- Assembled skate ramps, cleaned up trash, and encouraged children to have fun and try new tricks.

Student Ambassador – RIT, Rochester, NY (May 2012 – May 2014)

- Represented the School of Interactive Games and Media at industry events.

Hobbies

- Making maps and levels for my favorite games.
- Working on Cars
- Painting and wargaming
- Dungeons and Dragons
- CrossFit
- Yoga