Silva

Nicholas Silva

GAMEPLAY PROGRAMMER

ABOUT

A gameplay programmer with a concentration on mathematics and dynamic content creation. A self-motivated, ambitious, and detail-oriented individual skilled in problem solving, critical thinking, and organizational and planning expertise.

CONTACT

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🌐 www.silvagamedesign.com

SKILLS

Unity

Project Management

C#

Python

Adobe Illustrator

Google Apps Script

HTML / CSS

Photography

WORK EXPERIENCE

Nick's Place, Inc.

2021 - Present

Technology Coordinator

Responsible for donor management, donation tracking, website maintenance, marketing materials, and other tasks as necessary.

- Manage donor database including entering new records, running reports, and updating constituents as needed
- Maintain accurate accounting records
- Developed and update website including donation pages
- Design marketing materials and newsletters
- Create and implement new programs and processes

Overhead Door Company of Washington, DC

2013 - 2017

Project Manager

Responsible for maintaining proper communication with employees, contractors, and other trades. Manage projects from beginning to end.

- Learned and became proficient in commercial garage door installation.
- Prior to one year of employment, transitioned into a project manager role, after progressing through the estimating department.
- Managed 100+ commercial projects concurrently including contract execution, shop drawing submittals, and coordination with other trades.

EDUCATION

University of Baltimore

2020 - 2023

Bachelors of Science - Simulation & Game Design

- Current GPA 3.9