

NICHOLAS FRANGIE

Software Engineer

EDUCATION

Worcester Polytechnic Institute

August 2020 – May 2024

B.S. | Computer Science

B.S. | Interactive Media & Game Design

Dean's List Honors, 4.0 GPA

SKILLS

Programming

C#	C/C++
JavaScript	TypeScript
Python	Java
HTML/CSS	WGSL

Engines/Frameworks

Unity	Unreal
GameMaker	React
JavaFX	Node.js

Tools

Git	Jira
Docker	DevToDev

ACTIVITIES

IGDA WPI Vice President

November 2022 – December 2023

Executive member of WPI's International Game Developers Association chapter. Established a mentorship program, led software workshops, and hosted game jams to promote student game development.

WPI IMGD Event Coordination

September 2022 – April 2023

Coordinated events for the WPI IMGD community, including 2 internal showcases and a PAX East booth. Demonstrated initiative reviving the game art competition JoyArt, which included forming a 12-college advisory board, gathering 9 community sponsors, and collecting 200+ submissions.

AWARDS

GDC GDC Game Narrative Review
Gold Winner – 2023

EXPERIENCE

MassDigi

Technical Director

May 2023 – January 2024

- Integrated, maintained, and updated build pipelines for 5 mobile applications under simultaneous active development across Android and iOS platforms.
- Organized software workshops and training documentation for a team of 30+ developers working together for the first time as part of the 2023 Summer Innovation Program.

Lead Programmer

May 2023 – August 2023

- Developed and published the Tower Defense game **"Aliens Want Our Mascot?!"** to iOS/Android within 3 months as part of a 6-person team using Kanban methodologies.
- Coordinated overall system architecture, maintained documentation, oversaw product development, and managed codebase as lead programmer.
- Programmed various features in Unity and C#, including the game's combat system, user interface, level structure, and design tools.
- Iterated on the game from prototyping to post-release using DevToDev user analytics.

Producer & Programmer

September 2022 – May 2023

- Directed post-release development on a published iOS/Android Endless Runner game made in Unity, **"Get Low, Grandpa!"**
- Created a development plan after overhauling the DevToDev user analytics system.
- Integrated additional content, refactored and expanded the collectable system, and served as build master in preparation for the game's showcase at PAX East 2023.

Rediker Software

Software Development Intern

June 2021 – August 2021

- Contributed to the company-wide development of a new school portal application as part of a hybrid 8 developer team managed under Scrum methodologies.
- Created account specific views, forms, and functionality which interacted with a back-end database integrated across other company products.

Software Development Intern

June 2020 – August 2020

- Contributed to development of a payment gateway merchant system as part of a hybrid 7-developer team managed under Scrum methodologies.
- Maintained and updated RediSite websites for schools throughout a migration period.

Software Development Intern

June 2019 – August 2019

- Developed internal tools for the company's RediSite website sales team.
- Redesigned the landing dashboard and provided continued development on the commercially available Teacher Evaluation tool.

PROJECTS

Bed and BEAKfast

Lead Programmer, Designer, Producer

September 2023 – April 2024

- Managed 3 programmers with Scrum methodology to develop a 4-hour vertical slice of gameplay for a cooking and narrative game about running a Bed & Breakfast for birds.
- Coordinated program architecture, defined system requirements, and managed a product backlog for an evolving project with iterative design specifications.
- Responsible for developing a custom menu system, save data solution, inventory and item management, scripted event playback, and more.
- Successfully released the game on Steam at the end of the project's 8-month deadline, incorporating features such as Steam Cloud.



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