

Nicholas Vargo
nvargo0@gmail.com | (412) 400- 5407
Game Designer | Software Engineer
Portfolio - nicholasvargo3.com

Currently Living in Pittsburgh, PA

LinkedIn Profile (<https://tinyurl.com/ybz4trby>)

PUBLISHED AND SHIPPED PROJECTS

Next Stop – Simcoach Games (2022) Google Play (<https://tinyurl.com/a2dtxvy3>) HTML (<https://tinyurl.com/4hzfr7r3/>)

- An educational game aimed to teach young people with autism the process of riding the bus.
- Designed game mechanics, worked on audio editing, and composed/made all music within the game.

EDUCATION:

University of Pittsburgh

Bachelor of Science in Digital Narrative & Interactive Design
Minor in Physics

Dean's List
GPA 3.6

Pittsburgh, Pennsylvania

Graduation date: May 2023.

Baldwin Highschool

Distinguished Graduate
GPA: 4.21

Pittsburgh, Pennsylvania

Graduation date: May 2019.

RELEVANT CLASSES:

• Algorithms and Data Structures I	• Human Centered Systems
• Digital Narrative and Interactive Design	• Sexuality and Representation
• Music, Culture and Technology	• Intro to Fiction Writing

- Intermediate Programming
- Narrative and Technology
- Introduction to New Media

EXPERIENCE:

Simcoach Games – Game Design Intern | Pittsburgh, Pennsylvania

May 2022 - July 2022

Learned from experienced professionals at Simcoach Games alongside a team of other interns from the University of Pittsburgh as we developed our own game, Next Stop.

Simcoach Games – Part-Time Game Designer | Pittsburgh, Pennsylvania

March 2023 - Now

Currently working part time and further developing the project we finished the first version of during my internship in Summer 2022. Also, I am drafting up new prototypes and ideas that I can see further expansion to be made.

TECHNICAL & NON-TECHNICAL SKILLS:

- Working Knowledge of Unity, Java, JavaScript, and Python
- Expertise in Figma Prototyping
- Experience writing C# Unity code
- Experience with Video Editing (Premiere Pro)
- Experience with writing short stories and poetry
- Verbal and written communication as President of on campus A Capella Group
 - Sending announcements, communicating with other groups on Pitt Campus, running officer meetings and rehearsals
- President of board of eight A Capella groups on Pitt campus
- Music composing, writing, and arrangement (MuseScore)

OTHER PROJECTS

Imp-perialism – Pitt’s Games for Social Impact 2022 | (<https://nickvvv3.itch.io/imp>)

A 2D Action-Platformer party game where two players fight in a turf war aiming to claim as much land for themselves. On one side, an industrialist seeks to trample more forests to build more of his industrial empire. On the other side, a magical forest spirit awakens from their slumber to take back the land stolen from nature.

Desolation -- Pitt’s Games for Social Impact 2021 | (<https://nickvvv3.itch.io/desolation>)

Analog board game created with the help of fellow students at my first game jam. Wrote all the event card descriptions and helped with overall construction of the game.

Doubt - Independent Project| [Project Link](#)

Independently developed game for ENGLIT Narrative and Technology (DNID Gateway) Course Fall 2021. This project was developed through twine and was the first twine game I developed. Here I was fascinated with exploring my own psyche and presenting it to an audience in the format of a game.

The Berenstain Bears and the Great Escape – Class Project| [Project Link](#)

Created an analog model of *The Berenstain Bears and the Spooky Old Tree* powered through Arduino programming kits and presented my model to an audience of K-5th graders and my peers.

Brand New Red Dye – Class Essay| [Project Link](#): <https://tinyurl.com/5fuzkfk>

This is a short story I created a revised for my final project in my Introduction to Fiction Writing class. This project demonstrates my writing ability and my storytelling experience. I have deep admiration for narrative rich stories and games which dive deep into the psychology of a character.



Vargo Building Color with LEGOs.zip

Building Color with LEGOs – Class Project| Project Link:

This is a Data Story I created for a project in my Digital Narrative and Interactive Design class. This project showcases more of my technical language prowess and my ability to tell a story, even through data.