

Nicole Vafiadis

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EDUCATION

Northeastern University Boston, MA
Khoury College of Computer Science September 2024 - April 2028
Candidate for a Bachelor of Science in Computer Science & Game Development GPA: 3.3/4.00

Coursework: Level Design and Game Architecture, Game Programming I, Discrete Structures, Fundamentals of CS, Object Oriented Design

TECHNICAL SKILLS

Coding Languages: Java, Python, C++, C#, Vue, Django, HTML, CSS, JavaScript

Other: API Integration, Debugging, Version Control, Data Automation

Certifications: Certiport - Python, HTML & CSS, Java Script, HTML 5 Application Development

PROJECTS

The Exit Interview Dec 2025 – Present

- Developed a Unity-based psychological horror game featuring phase-driven UI degradation, environmental storytelling, and multiple interpretations supporting player agency
- Designed and implemented game systems in C# with focus on narrative-driven mechanics and player experience

C++ Dungeon Crawler Dec 2025

- Developed an object-oriented dungeon crawler implementing 6+ advanced programming concepts
- Built complex game systems including entity rendering, collision detection, and game state management with proper exception handling (C++, STL, polymorphism, CxxTest).
- Successfully debugged rendering issues, implemented STL algorithms with lambda functions, and created comprehensive unit tests using CxxTest.

Bell Music App Sept 2023 – May 2024

- Built a student voting application integrating Spotify API and Google Sheets API to track, log, and sort song requests by vote count for Staten Island Technical High School daily bell audio selection
- Automated data logging and sorting functionality, creating a seamless user experience for school community music selection.

WORK EXPERIENCE

Summer Design Institute Staten Island
Software Development Intern Jul 2023 – Aug 2023

- Developed Python projects and built a technical portfolio showcasing programming fundamentals and problem-solving skills.
- Created interactive applications utilizing various frameworks, gaining hands-on experience in game development and user interaction.
- Earned multiple Certiport technical certifications in software development, demonstrating proficiency in industry-standard tools.

ADDITIONAL SKILLS AND INTERESTS

Fine Arts: Soprano 1, Trumpet

Interests: Chorus, Video Games, Baking