

Sawyer Nicastro

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Summary

I'm an experienced developer with rolls involving the development and hosting of full stack applications. I am seeking full time employment post graduation in the following rolls: *Software Developer, Web Developer, UI/UX Developer, Mobile Developer, Frontend Developer.*

Education - Rochester Institute of Technology

Major:

Computer Science - New Media Interactive Development

Immersion:

Free and Open Source Computing.

Honors:

- Presidential Scholarship
- Dean's List: Fall 2021, Spring 2024.
- Phi Sigma Kappa National Recruitment Award. 2022

Capstone Project - Eye On The Prize - (Unity, Arduino)

Eye On The Prize is a game show style experience where players test their memory and pattern recognition skills. The team consists of seven Designers and three developers and is being made in collaboration with The Strong National Museum of Play. This project serves as a starting point for their Beyond The Buzzer display that will debut in 2026.

Projects

IKNOWBALL - Full Stack Engineer (Node, Express, React, Sass, MongoDB, Websockets)

IKNOWBALL is a real time trivia game meant to be played in bars and stadiums. Players can easily join a massive game via a qr code displayed on a tv or jumbotron. The game is played in rounds, where players are eliminated until one player reigns victorious. This project is being developed as a passion project by a small team of three.

Conversation Strike - Solo Developer - (Node.js, React, Express.js, MongoDB, Redis, Webpack, Gulp, Sass)

This is a web forum where you can post and read and post tips for the game counter strike. Posts, usernames and passwords are stored in MongoDB and sessions are secured by Redis. Functional React components are used for the feed display and handlebars is the template engine used.

Work Experience

Research Assistant - Deaf Healthcare and Biomedical Science Hub | May - Aug 2024

- Developed an application that recognizes American sign language fingerspelling.
- Presented my development focused research at the Undergraduate research symposium.
- Conducted market research on current applications that use AI models.

Unreal Engine Instructor - ID Tech | May - July 2023

- Led a class on using unreal engine 5 to build maps and develop a game using those maps.
- Kept students engaged and led lessons on features of the engine including object hierarchy and visual scripting.
- Debugged and organized code in projects involving game mechanics, level design and AI behavior.

Extracurriculars

President - Phi Sigma Kappa | May 2022 – May 2023

- Presided over and managed all meetings with the chapter and with individual committees.
- Maintained a culture of brotherhood and commitment to our philanthropic efforts and social image.
- Ensured that all six Executive board positions actively attended to their duties while supporting their rolls.

Recruitment Chair - Phi Sigma Kappa | Dec 2024 – May 2025

- Planned and managed all recruitment events, including catering, reservations and services.
- Actively sought out new members through events, social media and leisurely social outreach.
- Planned and executed all marketing and advertising for our fraternity including theme design and identity.