

# Nicholas Gamolin

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## EXPERIENCE

### Full-Stack Software Engineer & UX Designer

*CargoLabs Inc.*

Charlottesville, VA

March 2024 - August 2024

- Redesigned and rebuilt the primary marketing site using responsive, component-driven UI, including a dynamic media-driven hero section with looping video to reinforce brand identity and industry focus (+136% traffic).
- Led end-to-end development of subscription infrastructure for recurring and bundled products, including customer-facing account management UI and a refactored checkout pipeline generating prorated and recurring invoices for a 12,000+ user pilot.
- Built dynamic, reusable agency page templates with custom branding, integrating backend-driven content and Google Maps data to surface agents and office locations across organizations.
- Represented the company at government and university-backed networking events, pitching product direction and connecting leadership with early-stage investors, including angels and VC partners.
- Technologies: Next.js, React, Tailwind CSS, Vercel, Serverless, Postman, AWS (Cognito, API Gateway, CloudWatch, RDS, Lambda, S3), MySQL, Stripe API (Connect, Payments, Invoices, Subscriptions, Checkout), Google Maps API.

### Freelance Motion Graphics Designer

*UVA Contemplative Sciences Center*

Charlottesville, VA

April 2022 - June 2022

- Directed and animated an introduction for Flourish, a wellness app helping students build healthy habits, refining provided sketches into scene compositions, icons, and digital props in Procreate and bringing them to life in Adobe Animate to communicate product goals.

### Freelance Motion Graphics Designer

*Glimmr.io*

Charlottesville, VA

November 2021 - Jan 2022

- Animated provided UI designs and onboarding visuals in Rive, enhancing clarity and user feedback through interaction-driven motion for Glimmr's mobile application.

## PROJECTS

### U-Block (Productivity Mobile App) - *Swift, SwiftUI, SwiftData, Screen Time API, Xcode*

April 2025

- Designed and developed an iOS app to reduce screen time by blocking distracting apps during scheduled hours and encouraging intentional alternatives, focusing on increasing friction to prevent common user workarounds.
- Led end-to-end product development, conducting user research and interviews to refine features, validate product direction, and improve usability.
- Built responsive UI in SwiftUI and integrated app-blocking functionality using Apple's Screen Time API, aligning technical implementation with behavior-driven UX goals.

### Endangered Cake Museum (Top-Down Stealth Game) - *Unity Game Engine, C#*

April 2025

- Engineered the core gameplay loop and modular systems for player movement, guard AI, and visibility mechanics using Unity's component-based architecture.
- Led visual direction and asset creation, designing sprites, lighting, and UI while shaping level layouts and player experience.
- Ran playtesting across varying experience levels, iterating on difficulty, pacing, and interaction design to refine gameplay balance.

### NegativeDomain.com (Online Art Gallery) - *Next.js, React, Tailwind CSS, Vercel, GitHub*

August 2024

- Designed and developed a responsive digital art gallery to showcase original 3D work, focusing on layout, visual hierarchy, and structured presentation of visual content.
- Created and curated 3D-rendered pieces using Blender, emphasizing composition and lighting to support the overall aesthetic of the site.

## EDUCATION

### University of Virginia

*B.S. in Computer Science, School of Engineering and Applied Science*

Charlottesville, VA

May 2025

*Minor: Entrepreneurship, McIntire School of Commerce*

- Cumulative GPA: 3.93/4.0

- Relevant Coursework: Artificial Intelligence, Database Systems, Advanced Software Development, Computer Systems and Organizations (C, C++), Data Structures and Algorithms (Java), Discrete Math, Differential Equations, Probability, Linear Algebra

## SKILLS

**Frontend:** Next.js, React, Tailwind CSS, Framer Motion

**Tools:** Cursor, Antigravity, Claude Code, Unity, Blender, Figma, Adobe Animate, DaVinci Resolve, Procreate, Rive, Postman

**Backend & Cloud:** Node.js, MySQL, PostgreSQL, SQLite, Vercel, Supabase, Serverless, AWS (S3, Lambda, API Gateway, RDS)

**Languages:** JavaScript, TypeScript, HTML, CSS, Java, Python, C#, C++, C