

Nathaniel Williams

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EDUCATION

Diablo Valley College – Pleasant Hill

January 2019 – Current

Computer Science

PROJECTS

OpenGL Beat'em Up – Video Game

July 2019 - Current

- Project for learning the skills needed to make and ship a game from the ground up.
- Made with no engine, using C++ libraries such as OpenGL and OpenAL

Phantom Cafe – Video Game

October 2021

- Lead developer and game designer.
- Made in the Godot engine over the course of a few weeks.
- Released for free on Itch.io and Newgrounds.

Node Based Terrain Generation – Tech Demo

October 2019

- Randomly generated terrain without using perlin noise.
- Made in Unity, but have lost the source code.

WORK EXPERIENCE

Playhouse Games

April 2021 – Current

Programmer

Remote

- Tasked with refactoring the code base of Charmlings.
- Built tools for editing files in the Unity game engine.

Gutter Arcade

August 2019 – December 2020

QA Tester / Temp Worker

Remote

- Tested and ensured the quality of Knight Club and Duel Arms, with concise reports.
- Assisted in re-tiling old maps, and tiling new maps for Knight Club.
- Reverse engineering the code base to help add new features.

Best Buy

November 2018 – February 2019

Cashier

Pleasant Hill CA

- Seasonal position.
- Would cooperate with coworkers to keep the work area clean and organized

Bay Area Technology School

August 2017 – July 2018

Computer Science Teacher's Assistant

Oakland, CA

- Tutored students struggling in Java and JavaScript.

SKILLS

- **Skills:** Google Docs; Git; Sourcetree; Windows; DaVinci Resolve.
- **Code:** JavaScript; Java; C/C++; Assembly.

INTERESTS

- **Interests:** gaming, cooking, video editing, writing.