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| Nathan Evans  10035 Goler Wash Ct Reno, NV 89521 · (775)315-1203  [**natemakesgames.com**](http://www.natemakesgames.com)  nathanevans@nevada.unr.edu |
| Student in software development with 2 years of academic and professional experience in game development. Supported the development process from concept to release on two professional projects. Reliably hitting deadlines ahead of schedule and exceeding expectations. I was able to add to company wiki to help with onboarding for future employees. Experience |

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| September 2021 – presentGame Development Intern, Light and wonder (formerly scientific Games)  * Use Unity and C# to develop games with client and server interaction * Managed workload and meeting deadlines set by management * Worked in a team to develop innovative solutions. * Presented progress reports to superiors and keeping the team up to date on my work.  August 2018- August 2019Unmanned Aircraft system Operator, U.S Army  * Followed flight regulations and system limitations to complete missions * Performed in depth inspections of aircraft and follow strict procedures * Reported to superiors about mission parameters and results. |
| August 2017 – December 2017Undergraduate Research Assistant, University of Nevada – Reno.  * Planned, modified, and executed research techniques, procedures, and trials. * Performed statistical, qualitative, and quantitative analysis. * Followed recipes and instruction to make chemical compounds. * Prepared reports, presentations, and submissions to peer-review journals. |

# Education

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| may 2019Associate of Science, Truckee meadows community collegemay 2023BACHELOR of science: Computer science with a minor in mathematics, University of Nevada, Reno |

# Skills

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| * C, C++, C# programming languages * Jira and debugging tools * GitHub/Perforce and other version control software | * Working in a team * Reliability and timeliness * Quickly learn and adapt to new environments |