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| Nathan Evans  10035 Goler Wash Ct Reno, NV 89521 · (775)315-1203  nathanevans@nevada.unr.edu  <https://github.com/EvansNathan>  https://banjo-pancake.itch.io |
| Software development student with academic and professional experience in game development. Ready to apply my academic and personal knowledge while gaining valuable experience. I am eager to learn new tools and diversify my personal abilities. |

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| 09/2021 – presentGAme Development INtern, Light and wonder (formerly scientific games)  * Use Unity to develop games with client and server interaction * Managing workload and meeting deadlines set by management * Worked in a team to develop innovative solutions. * Presenting progress reports to superiors and keeping the team up to date on my work. |

# Experience

# Events

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| April 2022Escape the pipes: Ludam DAre 50-April 2022University of Nevada reno HAckAthon |
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# Education

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| may 2019Asssociate 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 | * Professional experience in Unity * Reliability and timeliness * Quickly learn and adapt to new environments |