

Nate Buck

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WORK EXPERIENCE

Solo Developer

Monster Jaunt, Infinikin

Sketch House Games
Sept. 2015 – Present

Infinikin is an upcoming monster battling RPG with procedurally generated monsters and roguelite progression.

- Flexible Battle System – Blackboard-inspired framework for running turn-based battles with highly varied, interacting effects.
- Monster Generator – Data-driven system for combining and modifying models and other assets to construct monsters within guidelines.

Monster Jaunt is a 2020 high-skill minigame party game developed in Unity as a solo project, released with soundtrack on Steam, Itch.io, and Discord.

- Software Engineering – Modular, test-driven codebase for operating a diverse range of minigames, and interfacing with Unity and Steam APIs.
- Gameplay Programming – 23 minigames and overall board game, with core systems supporting many different game mechanics.
- Production – Coordination with freelance translators, artists, audio engineer. Management and budget for 4-year development cycle.
- Generalist – Creation of all aspects of game, including music composition, 3D animation, and promotion.

Sr. Game Developer

Unity Technologies
Multiplayer Suite Samples
Sept. 2020 – Dec. 2021

Co-developed Game Lobby Sample and the unreleased Squad Goals, public game projects for learning and demonstrating Unity's multiplayer services.

- Integrated Development – Collaboration with internal teams to concisely incorporate multiple upcoming services into one unified sample while providing pre-release feedback.
- Teammate Mentorship – Guidance on software design techniques for technical artist to adapt to a programming-focused role.
- Nimble Procedures – Adaptation to changing requirements for in-development features and changing priorities from management. Fully remote work as a two-person team within the larger company.

Software Engineer

Microsoft Corporation
Office Shared Services
Sept. 2013 – Sept. 2015

Monitored test automation for all Office apps. Developed framework for reducing power consumption of Office mobile apps.

- Tool Development – Creation of internal tools for test monitoring and visualization. Integration into existing frameworks for Office core.
- Cross-team Collaboration – Development of new features while minimizing friction with existing code.

SKILLS

- Languages: C# (10 years), C++ (3 years), YAML (5 years), JavaScript (1 year).
- Tools: Unity (10 years), Blender (3 years), FMOD (1 year).
- Degrees: B.S. Computer Science, B.A. Music from the University of Minnesota (Twin Cities).