NATHAN CERONE

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778-791-0928

Profile:

Hello there! I am an easy going Interactive Arts and Technology student focused towards game design and development. I use my programming ability to enhance not only the design of the game but as well as the development of it.

Education:

Simon Fraser University
September 2019 – Present
Bachelor of Science,
Interactive Arts and Technology

Skills:

Interpersonal:	Programming:	Tools:	Industry Practice:	Language:
Conflict Resolution	C#	Adobe Photoshop	Ideation	English
Team Building	Java	Adobe Illustrator	Web Development	
Leadership	JavaScript	Figma	Wire Framing	
Adaptable	Unity	HTML/CSS	Sketching	
Dependable	Arduino	Microsoft Office	Game Design	

Projects:

IAT 167: Genre, Structure, Programming and Play | Spring 2020 – Summer 2020

- Ideated, sketched and implemented a three weapon combat system using melee, archery and magic into a game called the Caves of Morioh using Processing.

- Designed a UML diagram to clarify the connections between the parent classes and the children classes, as well as clarify the aggregations between projectile class and the player class.

- Found play testers for the game and applied their feedback to the final build of the game.

IAT 235: Information Design | Summer 2020 – Fall 2020

- Ideated and sketched wireframes whilest taking account for information design and user interaction for the class's Mount Kalmont Website project.

- Created an interactable prototype for the Mount Kalmont Website within Figma which included selfmade Adobe Illustrator graphics for the safety preparation page.

- Used HTML to create the markup of the website and then used CSS to style it along with Java Script for an interactable weather drop down.

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IAT 267: Introduction to Technological Systems| Spring 2021 – Summer 2021

- Sketched multiple designs for a game controller that would be used to play a self made space ship shooter game.

- Ideated and created sprites within illustrator for enemies and players to be used in the game itself.

- Wired and programmed the controller using Arduino to take in user inputs from the joystick to move the character in the game made in processing.

- Sketched and designed a user interaction model of the controller to make it clear how the controller would be used to detect inputs for the game.

- Designed and built a working prototype of the of the casing of the controller that felt comfortable in the user's hands.

Make-A-Level (MAY DAY 2021) Jam | Spring 2021 – Spring 2021

- Found and recruited a team of people of many skillsets that would work cohesively together.

- Organized team meetings for communication of group members and the end vision of the project.

- Helped with merging branches of Github code together to create unified versions at the end of every work day.

- Programmed a two point moving platform system in C# for our level designer to use during level building within Unity.

- Programmed and implemented player and object interactions witihin the enviroment.

- Delegated tasks according to the team's working schedule to alleiviate unbalanced workloads.

- Found play testers to play the game and note down their experiences to use to apply adjustments to the tutorial area.

Interests:

- I love to play video games that involve strategy and simulation, a few good examples being Rimworld and Cities:Skylines, these games let me be creative but still bound me to a sense of resource capacity and logistics.

- I also enjoy learning about human interaction with technology from websites design to sensors changing inputs on a screen, I love to see how piece by piece it gradually builds into the final product.