

Nathaniel Wert

Game Developer

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615 Governor Drive
Shillington, PA 19607

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n8bwert.github.io

Skills

C++, C#, Python, Javascript, Typescript, GDScript, HTML, CSS, Unity, Unreal Engines, Godot, Django, Node.js, Github, Git, Tensorflow, Keras, OpenCV, Arduino, Raspberry Pi, Windows, Linux, Blender

Experience

Lunarless Game Studios / Lead Game Developer

April 2020 - PRESENT, Reading, PA - lunarlessstudios.itch.io

Wrote code for the mechanics and gameplay of various development projects. Programmed various aspects of games, from graphics, to audio, to user interfaces, and to scripts. Worked directly with designers to implement our combined vision into functional game mechanics.

Roboticop (Open Source) / Machine Learning Contributor

December 2020 - PRESENT, Reading, PA - github.com/Roboticop

Consistently contributed code to an open source project meant to assist police officers to participate in safe, reliable, and accountable traffic stops.

Education

Governor Mifflin School District / GED

August 2016 - June 2021, Reading, PA

Valedictorian, TA for AP Computer Science Principles, President of Engineering and Computer Science Club.

Georgia Institute of Technology / B.S. Computer Science

August 2021 - May 2025, Atlanta, GA

Prospective first year student specializing in IOT Devices and Artificial Intelligence.

Project Experience

To The Stars / Lead Developer

March 2021 - <https://lunarlessstudios.itch.io/to-the-stars>

Wrote all code and developed all art and audio assets. Published on itch.io

ERROR 404 / Lead Developer

April 2020 - <https://lunarlessstudios.itch.io/error-404>

Wrote all code and developed all art and audio assets. Published on itch.io