Natan Dolny

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GitHub Portfolio: https://natandolny.github.io/Portfolio/

Summary:

Recent BSc Games Technology (Second Class, Upper Division) graduate, adept in Unity and Unreal game engines. Specialising in C# and C++ program languages with further Python and JavaScript experience. Proficient in Adobe Premier Pro, Audition, After Effects, Photoshop, Visual Studio and Autodesk Maya. Professional in the use of online repositories, version control and merge tools such as GitHub and GitKraken. Additionally, experienced in using communication programs like Slack. Deeply interested in the creation of AI, world-building, and game immersion systems. Seasoned in high-pressure and fast-paced work environments.

Experience:

English Tutoring (Self-Employed)   Jan 2022 to Mar 2022

English tutored foreigners. Adept in diverse teaching methods and developed a personal approach to increase lesson engagement and fulfilment. Used social media and Google Meets to advertise or schedule lessons. Designed lessons.

Primark, Widemarsh Street, Hereford   Aug 2018 to Sep 2020

Being a retail assistant brought many unique challenges, always adapting to the store's needs was a must. Regularly used my multilingual skills to assist others. Was trained in customer service and communication equipment. Developed interpersonal skills and became proficient at operating the till counter, tidying and stock handling.

Skills:

Languages:

English and Polish – Native level.

Programming Languages:

C# and C++ - Used in Unity 3D and Unreal respectively. 5 years of experience with C#, 3 in C++. Educated in Object Orientated Programming. Adept.
Python – Created IDE solutions to tasks, for example, created tree traversal algorithms and games like Mario.

Repositories, Version Control and Merge Tools:

GitHub – Adept.
GitKraken/GitHub Desktop – Used as a graphical interface for Git and as a merge tool. Adept.
Git Terminal – Basic.

Office-Related Tools:

OneDrive/Google Drive – Adept.
Microsoft Office and Google Counterparts – Adept.
Teams/Meet/Zoom – Adept.

Game Engines:

Unity 3D – Developed games and their systems. Reputably a City Generator, FPS game and NPC AI based on Utility Behavioural Trees. Adept – 3 years.
Unreal Engine – Developed and designed levels, immersion systems such as projectors, cutscenes and game puzzles. Adept – 3 years.

Developer Programs:

Autodesk Maya – Developed 3D models of levels and their animations. Capable of exporting into Unity or Unreal for use afterwards. Intermediate.
Visual Studio/CLion – Used as IDE for Unity and Unreal

Adobe Suite:

After Effects – Intermediate.
Audition – Intermediate.
Photoshop – Intermediate.
Premiere Pro – Adept.

Education:

Bachelor of Science in Games Technology | University of the West of England   Sep 2020 - Jul 2023
Second Class (Upper Division)

University Projects:

Cohort Project – Was part of a class-wide (around 30 people) project for 6 months. Tasked to create a video game in a developer studio-inspired environment. We used communication tools like Trello, Slack and Discord among the whole cohort, organising meetings, documenting and allocating tasks each week. Sometimes working in small collaborative cells to solve complicated tasks. Presentations were performed to showcase progress and ask for feedback.

Group Development – Took part in multiple group-oriented (4-8 people) game development tasks and game jams. Additionally, designed a board game in a group of 6, taking on a leadership role. Partook in the official Global Games Jam (2023).