NATE STROHMYER

Gameplay Programmer | B.S. in Computer Science – systems track | Masters in Entertainment Arts and Engineering – Engineer (May 2022)

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SKILLS

Familiar Languages: Java • C • C++ • C# • Python • SQL• HTML/CSS • JavaScript • ARM Assembly • Unreal Blueprints
Familiar Tools: JetBrains IDE's (CLion, IDEA) • Visual Studios 2019 • MySQL • Unity • Unreal Engine 4 • Vim • Linux • Flask • React • GitHub • Perforce • Creation Kit • UNET

EMPLOYMENT & EXPERIENCE

TEACHING ASSISTANT • UNIVERSITY OF UTAH • AUGUST 2020 – PRESENT
Graded and provided feedback to undergraduate EAE students related to course content.
2FIX LEAD TECHNICAL ASSISTANT • BUENA VISTA UNIVERSITY • MAY 2019 – MAY 2020
Managed a team of other technical assistants to help diagnose and solve hardware and software issues for teachers and students.
PROJECTS – MORE PROJECTS ON GITHUB!

- **The Archon Project** - This **Unreal Engine 4** project is a third-person, rouge-lite, action game built over a semester by a team of 9 students. I worked as an engineer on the project and worked on the game from prototyping all the way to polish and release to itch.io. For this game I specialized in map creation and level streaming, while also assisting in other areas of development.
- **Familiar Soul** – An **Unreal Engine 4** game that has unique and interesting interaction with Twitch as chat helps guide the player through a maze. I worked in an 11-person team to develop the game in around 3-4 weeks.
- **Memory Management System** – A built from scratch heap allocator implemented in **C++** that can dynamically store and keep track of memory. I maintained industry standard code and implemented interesting features such as dynamically aligned addresses.
- **Game Engine** – I developed a simple 2d game engine in **C++** that includes an entity component system that manages many complex systems like physics, rendering, collision and more.
- **Stream Processing Engine** – A data processing framework that executes queries while consuming an endless amount of data, implemented in **C++.**
- **I.T.O.M.** – Item Trading Over an online Marketplace is a website that allowed players to trade in game Minecraft items over the web and transfer them into their own game. This was a full stack application that even required a TCP connection and networked protocols, implemented in **Java.**

EDUCATION

MASTER OF ENTERTAINMENT ARTS AND ENGINEERING – ENGINEERING • UNIVERSITY OF UTAH • MAY 2022
BACHELOR OF COMPUTER SCIENCE • BUENA VISTA UNIVERSITY • MAY 2020 •
GPA – 3.7, Magna cum laude, Dean's List: 2017-2020
SELECTED COURSEWORK
Rapid Prototyping – Working in 5-11 person multidisciplinary teams to fully develop game prototypes.
C++ - Applying the intricacies of C++ to game development. Covered best programming practices, concepts and low-level understanding of code
Networks and Distributed Systems – Covered and implemented protocols and theory related to the transmission of information over the internet. Covered topics such as TCP/UDP protocols and centralized vs decentralized systems as well as client-server models and the network stack.