

## Contact

### Phone

(931) 538-5264

### Email

cerberusgfx@gmail.com

### LinkedIn

<https://www.linkedin.com/in/nathan-chevalier>

### GitHub

<https://github.com/Nathan-Chevalier>

## Education

2023

**Nashville Software School**  
Web Development Bootcamp

2010 - 2012

**Middle Tennessee State University**  
Art & Design

## Technical Skills

Javascript | HTML | CSS | React  
Tailwind | Python | Django | SQLite  
Git/GitHub | Photoshop |  
Substance | Blender | Unity

## Projects

### Front End Capstone

*There Will Be Food* is a food inventory management application with a focus on cohesive design and usability. Implemented using React, Virtual JSON Server, & Tailwind to achieve full CRUD functionality.

- [View Code](#)

### Full-Stack Capstone

Dan Flashes is a website specializing in custom shirt design, offering a creative platform for crafting unique shirts with a wide array of patterns and colors. Boasting millions of possible combinations, the site enables designers to personalize, name, and share their creations within the Dan Flashes community. This interactive tool is developed using React, Tailwind, and Django.

- [View Front-End Code](#)
- [View Back-End Code](#)

# Nathan Chevalier

## Full Stack Developer + Design

As a game industry veteran and full-stack software developer, I bring a wide range of tools to any team I join. From concept to design to engineering and finally to implementation, I embody the concept of "full-stack". I love working in a team in both team and leadership roles to solve problems and provide a wide range of creative solutions. I have over a decade of experience creating game content for an MMO and am proficient with a wide range of 3D & 2D design tools. More recently I have attended the full-time NSS web development boot camp to hone my engineering and algorithmic thinking skills.

## Software Development Experience

*Nashville Software School* | *July 2023 - January 2024*

### Software Developer Apprentice

Intensive full-time, six months software development bootcamp focusing on Python/Django development fundamentals and problem solving. The final three months of the program being executed in a simulated company environment with SCRUM methodology.

- Daily hands on application of OOP fundamentals through group and individual projects
- Created single page applications in JavaScript, as well as in the React framework
- Project management/tracking with GitHub project boards and issue tracking
- Source code/version control with Git/GitHub
- Solution Design: white-boarding and wireframes
- Leveraged Django for creating and editing server-generated web applications
- Created RESTful API's with Django REST framework
- Retrieved and stored database information with SQLite
- Practiced testing with Python's unit test framework

*Illyriad Games* | *October 2012 - July 2022*

### Art Director

My time at Illyriad Games allowed me to grow my creative skillset significantly in a professional environment: my responsibilities encompassed illustration, UI/UX design, graphic design, creative content creation, and the full 3D game asset pipeline.

- Contributed to game design decisions & feature implementation.
- Managed a small team of junior software developers in Unity
- Designed and oversaw implementation of the UI/UX for Illyriad's Ulv4 and Age of Ascent.
- Increased revenue by designing and deploying new cosmetic items and options.
- Gained extensive experience with Adobe Photoshop, Adobe Substance Painter, and Blender.
- Worked closely with the CTO & CEO as a full-stack development team.

## Work Experience

*Spangler Entertainment* | *July 2022 - July 2023*

### Office Manager

As the office manager, I specialized in event logistics, ensuring smooth operations while handling contracts, payments, and personnel bookings for events. I managed subcontractor paperwork, maintained the event calendar, and expertly handled business email and social media accounts.

- Efficiently managed contracts, payments, staffing, ensuring and booking for large corporate & private events.
- Maintained and updated the office and event schedule using eWebmin.
- Managed client communications and relationships.
- Achieved a balance between office management and event operations, contributing to both administrative efficiency and successful event execution.

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# Nathan Chevalier

## (Continued)

○ *United States Navy | May 2002 - October 2012*

### Petty Officer 2nd Class

Within a year of being in the Navy I was promoted to Petty Officer 3rd Class and given a role as a liaison between the Security Department and the Technology Department and was responsible for IT support of a base of over 200+ Military and Civilian personnel.

Upon being promoted to Petty Officer 2nd Class my roles were expanded to ATPF (Anti-Terrorism Force Protection) administration on top of my Tech role. While still responsible for IT support, I was also responsible for writing, updating, and implementing Standard Operating Procedures for the base as well as the Sixth Fleet Flagship. I retained a Secret level security clearance and handled sensitive operational materials on a daily basis.

After leaving active duty I continued to work with the US Navy in the ceremonial guard.

My time in the Navy gave me leadership experience, a passion for technology, and a driven work ethic.

- Demonstrated rapid career advancement within a structured military environment.
- Proven ability to adapt to diverse roles and responsibilities, from IT support to ATPF administration.
- Developed and implemented Standard Operating Procedures (SOPs) for complex organizations.
- Maintained a high-level security clearance and handled classified information with the utmost professionalism.
- Continued service with the U.S. Navy in a ceremonial capacity post-active duty, showcasing dedication to the organization and mission.

### Awards

- Navy Achievement Medal
- National Defense Service Medal
- Armed Forces Reserve Medal with "M" Device
- GWOT Service Medal
- Navy & Marine Corps Overseas Service Ribbon