

Nathan Koehler

Software Developer and UI/UX Designer

Creativity-driven designer with proven **project management skills** working in code and design. An undergraduate student studying Media and Games at the Georgia Institute of Technology and looking for an internship role to hone my abilities into a creative passion.

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📍 Atlanta

💻 natekoe.com

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EDUCATION

BS in Computational Media

Georgia Institute of Technology

08/2021 - Present

4.00/4.00

Courses

- Linear Algebra
- Principles of Design
- Objects and Design
- Games Studio

BS in Computer Science with Fine Arts Minor

University of Georgia

08/2020 - 06/2021

3.94/4.00

Courses

- Software Development
- Graphics Design & Illustration
- Systems Programming
- Drawing and Visuality

PROFESSIONAL EXPERIENCE

Event Coordinator

Georgia Tech Student Alumni Association

08/2021 - Present

Atlanta, GA

GT Student Alumni Association is an institute organization dedicated to providing resources and events to current students and alumni

Achievements/Tasks

- Coordination and event design work for the 60th Anniversary of the first African American Graduates at Georgia Tech.
- Working in design, logistics, and management regarding the institution and private student-run events.
- Leading the decoration and interior design of communal spaces within the GT Alumni House.

Contact : Chris Rettkowski - 404-431-8497

Teacher's Assistant

Lenox Education and Consulting

06/2019 - 06/2020

Johns Creek, GA

Lenox Ed is a private tutoring and consulting service available to students aspiring to achieve higher academic success on standardized testing

Achievements/Tasks

- Teaching students in summer classes while maintaining managerial duties over facilities and classrooms.
- Working in marketing and social media for promotions and communication channels between students and TAs.
- Receiving professional training in communication and teamwork skills in a leadership training program.

Contact : Beverly Lenox II - info@LenoxEd.com

SKILLS

Leadership

Frontend

Graphic Design

Unity

Unreal Engine

Illustrator

C#

Autodesk Maya

React.js

InDesign

Photoshop

Blender

C++

PROJECTS

UGA Hacks 6 Design and Programming Lead (02/2021)

- Leading a team of 3 in the creation of a cross-platform Unity game utilizing experimental 2D lighting and rendering
- Creating assets in Photoshop and Illustrator, writing C# scripts for Unity, and maintaining a social media presence on Instagram

KSU Hackathon 2020 Design Lead (09/2020)

- Project Managing a team of programmers, illustrators, and musicians to create a sound-based stealth puzzle game/visual narrative
- Programming C# scripts to create realistic artificial intelligence-based enemies and dynamic environments within a 3 day event period

Ireti - VR Short Film (09/2021 - Present)

- Working in a Virtual-Reality specialized team to create a VR movie
- Editing models and animations through Blender and Autodesk Maya by UV mapping and texture painting for later use within the VR film

ORGANIZATIONS

Augmented Environments Lab (01/2022 - Present)

AR/VR Content Creation Developer and Researcher

Georgia Tech Video Game Dev Club (08/2021 - Present)

2D/3D Artist and Games Programmer

Society for Students in Animation (08/2020 - 05/2021)

2D/3D Junior Artist and Designer

AWARDS

Faculty Honors at Georgia Tech (12/2021 - Present)

Presidential Scholar at UGA (08/2020 - 06/2021)

LANGUAGES

Chinese

Native or Bilingual Proficiency

Spanish

Professional Working Proficiency

INTERESTS

Illustration

Freeclimbing

Augmented Reality