Nathaniel Koehler

Software Developer and UI/UX Designer

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EDUCATION

BS in Computational Media
Georgia Institute of Technology

08/2021 - 05/2023   *4.0/4.0*

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

BS in Computer Science with Fine Arts Minor
University of Georgia

08/2020 - 05/2021   *3.9/4.0*

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

PROESSIONAL EXPERIENCE

Graphic Web Designer
Georgia Tech School of Mathematics

02/2022 - Present   *Atlanta, GA*

Lenox Ed is a private tutoring and consulting institution available to students aspiring to achieve higher academic success

Achievements/Tasks
- Designing layouts within Indesign and visual assets in Photoshop for the Proofreader 2022 magazine.
- User interface design and front-end programming for web pages on the Georgia Tech School of Mathematics website.
- Creating templates and design tools to be integrated into existing Georgia Tech marketing and branding.

Contact : Salvador Barone - sbarone@math.gatech.edu

Event Coordinator
Georgia Tech Student Alumni Association

08/2021 - Present   *Atlanta, GA*

GT Student Alumni Association is an institute organization responsible for over 100,000 current students and alumni.

Achievements/Tasks
- Coordination and planning for the 60th Anniversary of the first African American Graduates at Georgia Tech.
- Event design for 10+ University and student-run events.
- Leading the interior design of the event hall mezzanine and Simmons library within the GT Alumni House.

Contact : Chris Rettkowski - crettkowski@alumni.gatech.edu

SKILLS

`Leadership` `Collaboration` `Unity` `Canva` `UE5` `Figma` `Autodesk Maya` `React.js` `Vue.js` `C#` `C` `InDesign` `Photoshop` `Blender` `C++`

PROJECTS

Slider Indie Game Artist and Designer (01/2022 - Present)
- Graphic and UI design for 2D assets and level maps for Slider, a game seeking to be published on Steam Direct by summer 2022.
- Programming C# scripts within Unity along with creating design mockups within Canva and Photoshop.

Empathy Bytes Web Developer (01/2022 - Present)
- User experience-focused website design for a growing design team, pushing website updates bi-weekly with new pages and plugins.
- Creating weekly mockups of new features using Figma and vanilla JS before implementing changes into WordPress with Github.

Ireti VR Short Film UX Designer (09/2021 - Present)
- Visual and interaction design within the Virtual-Reality team for the production of a student-made short film.
- Editing models and animations through Blender and Autodesk Maya, developing software plugins through C# for Unity 3D.

Augmented Environments Lab Dev (01/2022 - Present)
- User Interface design with Vue.js programming and AR/VR space development with Spoke to create a virtual Mozilla hub.
- Collecting user feedback and VR research to tailor a seamless and interactive user experience within an augmented environment.

ORGANIZATIONS

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)

LANGUAGES

Chinese
Native or Bilingual Proficiency

Spanish
Professional Working Proficiency