

Nathaniel Koehler

Software Developer and UI/UX Designer

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EDUCATION

BS in Computational Media Georgia Institute of Technology

08/2021 - Present

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

PROFESSIONAL EXPERIENCE

Graphic Web Designer Georgia Tech School of Mathematics

02/2022 - Present

Atlanta, GA

Achievements/Tasks

- Designing layouts within Indesign and visual assets in Photoshop for the Proofreader magazine.
- User interface design and front-end programming for new spring 2022 web pages on the School of Mathematics website.
- Creating 6+ new page templates and integrating them 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

Achievements/Tasks

- Coordinating and planning for the 60th Anniversary of the first African American Graduates at Georgia Tech.
- Event design for 12+ University and student-run events, along with integrating data-driven experience design into 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 10+ graphic and UI mockups within Canva and Photoshop.

Augmented Environments Lab Dev (12/2021 - Present)

- User Interface work with Vue.js programming and AR/VR space development with Spoke to design 2 virtual Mozilla hub rooms.
- Collecting user feedback and VR research to tailor a seamless and interactive user experience to increase retention by over 30%.

Empathy Bytes Web Developer (01/2022 - Present)

- User experience-focused website design within Adobe XD and PHP and integration into 5 live Georgia Tech webpages.
- Keeping up with 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 20+ scenes within 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.

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