Nathaniel Koehler
Software Developer and UI/UX Designer

✉ nathankoehle@gmail.com   📱 404.844.3517   📍 Atlanta   🖱 natekoe.com   in linkedin.com/in/natekoehler

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

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

Teacher's Assistant
Lenox Education and Consulting

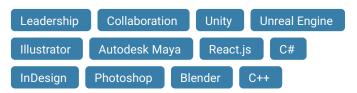*06/2019 - 06/2020*   *Johns Creek, GA*

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

Achievements/Tasks
- Teaching 20+ students in summer classes while maintaining managerial duties over facilities and 2 classrooms.
- Marketing and graphic design for classroom posters and social media promotions and school events.
- Receiving professional training in communication and teamwork skills in a 2-week leadership training program.

Contact : Beverly Lenox III - info@LenoxEd.com

SKILLS

`Leadership` `Collaboration` `Unity` `Unreal Engine` `Illustrator` `Autodesk Maya` `React.js` `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 Greenlight by summer 2022.
- Programming C# scripts within Unity along with creating design mockups within Canva and Photoshop.

Empathy Bytes Web Developer (01/2022 - Present)
- UI/UX 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 Producer (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.

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