Nathaniel Koehler

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EDUCATION

Georgia Institute of Technology   Atlanta, GA
Bachelor of Science in Computational Media   Expected July 2024
Media and Interaction Design Thread

The University of Georgia, Honors Program   Athens, GA
Bachelor of Science in Computer Science   May 2021
Minor in Fine Arts   GPA:3.94/4.00
Dean's List, Presidential Scholar

PROFESSIONAL EXPERIENCE

Teacher's Assistant, Lenox Education and Consulting   June 2019 – June 2020
- Working with and teaching children ages 5-14 at 6-hour, two-week intensive academic summer camps alongside normal Teacher's Assistant duties for over a total of 144 hours over 2 consecutive years.
- Aiding in daily tasks such as managing and grading children's homework and cleaning learning spaces.
- Delegating tasks to other Teacher's Assistants and collaborating with students and TAs through social media.
- Receiving professional training in communication and leadership skills in a leadership training program.

Food and Beverage Barista, Bubble Café   September 2020 – July 2021
- Managing the assembly of guest food and drink orders and coordinating the distribution of delivery items.
- Utilizing a Point of Service (POS) system to accurately take customer orders and record transactions.
- Generating reports for daily credit-debit sales, estimating tips, and calculating gross revenue from online sales.
- Accurately preparing and packaging to-go orders, upholding contactless service requirements due to global health concerns regarding COVID-19, and streamlining the online delivery process during the COVID-19 pandemic.

CAMPUS AND COMMUNITY INVOLVEMENT

Vice President / Director of Communications, Alpharetta Leo Club   June 2018 - July 2020
- Reforming a community-based club dedicated to local community beautification and improvement.
- Recruiting new members through promoting the club in local schools and on Instagram and Facebook.
- Planning and leading events around the community and organizing monthly meeting locations in Suwanee.
- Contacting and cooperating with local organizations in the Atlanta area to promote recycling, social issue awareness, local involvement, and promoting a greater sense of community within Asian-Americans.

Competitive Esports Coordinator, Esports at UGA   August 2020 – July 2021
- Managing a community club and various social media/streaming platforms for up to 12 hours per week, while coordinating a team that earned Second Place in Georgia within the Collegiate StarLeague (CSL).
- Vetting and organizing over 35 applicants during 2-week team tryouts for a competitive set of 2 collegiate teams.
- Contacting colligate teams at separate universities to organize events and tournaments through social media.
- Managing bi-weekly club activities with other officers, including club orientation and multiple campus events.
- Participating in 4 tournaments within the first 3 months, including CSL and Southern Esports Invitational (SEI).

2D/3D Junior Artist and Designer, Society for Students in Animation   August 2020 – May 2021
- Participating and leading other members within national-level animation and new media competitions like the 11 Second Club and delegating team activities and responsibilities for over 16 hours per competition week.
- Aiding in transitions to a stronger online presence within the club through services like Zoom and Discord.
- Teaching art and animation software to specific club members such as Blender, Autodesk Maya, Photoshop, Adobe Premiere, Procreate, and Clip Studio Paint EX for 4-8 hours per week both in-person and online.

Design and Programming Lead, UGAHacks 6   February 2021
- Leading a team of 3 in the creation of a cross-platform game utilizing experimental 2D lighting and rendering.
- Drafting and Modeling game elements in Photoshop and Illustrator, writing and revising C# code, maintaining a social media presence on Instagram, and editing a video presentation using Adobe Premiere and After Effects.

SKILLS

Programming: C, C#, C++, UNIX command-line, JAVA, Python, JavaScript, React-Native, HTML, CSS
Arts and Design: National Competitor in Game Design; Unity, Maya, Illustrator, Photoshop, Premiere, After Effects