

Nathaniel Koehler

Software Developer and UI/UX Designer

✉ nathankoehle@gmail.com

☎ 404.844.3517

📍 Atlanta

💻 natekoe.com

🌐 linkedin.com/in/natekoehler

EDUCATION

BS in Computational Media

Georgia Institute of Technology

08/2021 - 05/2023

4.0/4.0

Courses

- Linear Algebra
- Objects and Design
- Principles of 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
- Systems Programming
- Graphics Design & Illustration
- 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 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)

- Graphic and UI design for 2D assets and level maps for Slider, which is seeking to be published on Steam Greenlight by summer 2022.
- Programming C# scripts within Unity along with creating design mockups within Canva and Photoshop.

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

- Visual and interaction design within the Virtual-Reality team for production of the student-made short film Ireti.
- Editing models and animations through Blender and Autodesk Maya.

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