

# Nathan “Asher” Marsee

Software Engineering | Game Design

A meticulous computer programmer, software developer, and game designer with experience leading diverse teams building technical and creative products.

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## Education

### Eastern Washington University

B.S. in Computer Science (4-year degree)

April 2022 — December 2025

Cheney, WA

- **Relevant Coursework:** Game Design & Development, GPU Computing, Software Development Principles
- **Leadership:** Head of EWU Game Club (Spokane Branch)

### Western Washington University

Honors College

August 2020 — December 2021

Bellingham, WA

- **Relevant Coursework:** Computer Systems (C and Unix), Computer Programming & Linear Data Structures

## Work Experience

### UW Medicine Department of Ophthalmology, Neitz Lab

Intern, Game Designer

Summer 2019

Seattle, WA

- Solo developed *Jet Slalom VR*, an original Virtual Reality (VR) game in Unity for vision experiments at a vision science research lab.
- Experiment participants struggled to remain engaged with vision experiments when limited to one game. I volunteered my experience in Unity to solve this issue and develop a more interesting & replayable game.
- Rapidly prototyped and shipped a complete VR game in 2 weeks, conducting extensive playtesting and iterating on controls, physics, scoring, and visuals based on user feedback to ensure accessibility for non-gamers.
- Technologies: Unity, C#, Meta (Oculus) Rift & Quest VR hardware
- Results: Game adopted for daily use in experiments; players enjoyed the game so much that they spontaneously created their own leaderboard system; researchers reported improved data quality from intentionally high-contrast visual design.

## Projects

### HeroScape Digital Scenario Editor

3D Level Editor for Board Game

Winter 2025 — Spring 2025

EWU Senior Project

- Led 3-person team developing a 3D level editor in Unity for the tabletop game HeroScape. Served as primary design director, implementing majority of features over 6-month senior project.
- Researched existing tools and interviewed *HeroScape* community designers to gather requirements; wrote comprehensive design documentation covering creative vision and technical specifications.
- Prioritized intuitive UI/UX design, creating a significantly more user-friendly control system than existing community tools.

### Ball World & Astroll

Physics-Based 3D Platformer Games

Spring 2025

EWU Class Project

- Pitched initial game concepts for two separate video game projects for Unity on different 3-person teams, both utilizing a control system inspired by the *Super Monkey Ball* franchise which I had created as a personal project.
- Implemented and polished core gameplay/controls, sound design, and art assets for both projects, as well as facilitated playtesting sessions and gathering constructive feedback to iterate and refine gameplay. Ensured each game was completed within the 4-week deadline.
- *Ball World*: Sole developer of the infinite runner mode, designing the gameplay, visuals, and sounds.
- *Astroll*: Oversaw level design & personally created approximately 33% of it. Primary play-tester to ensure levels were fair & engaging.

- Led 7-person team in designing and producing a polished card game prototype from original creative vision, managing ideation sessions, playtesting cycles, and iterative balance refinement.
- Directed product development including card layout, printing, and packaging; balanced quality standards and attention to detail with rapid prototype deadlines.
- Continuing development into a card-based RPG video game as an ongoing indie project.

## Certifications, Skills, & Interests

- **Professional Certifications:** Microsoft Word & PowerPoint (advanced), Microsoft Excel.
- **Technologies:** Game Editor software (experienced in Unity, familiar with Unreal 4 engine), Git (GitHub), various IDEs (Visual Studio, IntelliJ, Eclipse, etc.), Adobe Photoshop & Illustrator, Windows & Linux Operating Systems.
- **Relevant Skills:** Rapid prototyping, playtesting & iteration, level design experience, UI/UX design concepts, game balancing experience, familiar with various software production pipelines, GPU computing, web development (.NET, HTML & CSS), machine learning, familiar with: Java, C#, C++, Python, JavaScript, and am fast to learn new languages.
- **Interests:** Game design & game development, computer science, digital art, music theory, tabletop games, user-interface design, graphics software (lighting, shaders, etc.), virtual reality technology.