Nathan “Asher” Marsee

natemarsee@icloud.com • (425) 443-2158
www.linkedin.com/in/nathan-marsee-826873191/
https://nathanmarsee.github.io/

Software Engineering | Game Design

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

Education

Eastern Washington University — **April 2022 — December 2025**
B.S. in Computer Science — *Cheney, WA*

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

Western Washington University — **August 2020 — December 2021**
Honors College — *Bellingham, WA*

- **Relevant Coursework:** Survey of Video Game Music, Computer Programming & Linear Data Structures

Work Experience

UW Medicine Department of Ophthalmology, Neitz Lab — **Summer 2019**
Intern, Game Designer — *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 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** — **Winter 2025 — Spring 2025**
3D Level Editor for Board Game — *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 — **Spring 2025**
Physics-Based 3D Platformer Games — *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 and sound design for both projects, as well as facilitating 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.

Orbellion **Winter 2023**

Original Card Game *EWU Class Project*

- 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 with rapid prototype timeline.
- 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**: Unity Game Editor, 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, basic PC skills.
- **Interests**: Game design & game development, computer science, digital art, music theory, tabletop games, user-interface design, graphics software (lighting, shaders, etc.), virtual reality technology, Nintendo games.