NATHAN WANG

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EXPERIENCE

Associate Game Designer   Jun 2021 – Current
2CGaming
- Designed for Adventures Pack, card game
- Programmed for Cassock, visual novel
- Studied tabletop RPG design
- Helped with file management and website

PROJECTS

Take As Needed   May 2021 – Current
Designer and Programmer
- Soon to be released puzzle simulation game
- Designed and developed mechanics from concept to finish
- Created using Unity and C#
- Collaborated with group of 9

Cassock | 2CGaming   Jul 2021 – Current
Sole Programmer
- Currently the programmer for upcoming VN
- Created using Unity and C#
- UI and dynamic story implementation

Magnet Crush   Oct 2021 – Oct 2021
Solo Developer
- Fast prototype with unfamiliar Javascript library
- Focused on creating depth from simple inputs

Adventures Pack | 2CGaming   Jul 2021 – Aug 2021
Lead Designer
- Created design document for card game
- Collaborated with 2CG game designer
- Brainstormed and prototyped mechanics

1000 Gremlins   Feb 2021 – Mar 2021
Solo Developer
- Designed a simple TTRPG over a short period
- Wrote rules and underwent iteration
- Layout construction with Adobe Illustrator

PROJECTS, CONTINUED

Thief of Time   Jul 2020 – Sep 2020
Solo Developer
- Created a complex 2D movement framework
- Produced design document
- Developed Unity and C# skills

Murderburger   Jul 2020 – Jul 2020
Lead Artist and Designer
- Constructed for a short game jam
- Worked on concept and basic mechanics
- Hand drew 2D art

PvZ Board Game   Feb 2020 – Mar 2020
Lead Designer and Producer
- Adapted mechanics from digital to board game
- Organized meetings and oversaw project
- Wrote and edited for design documents
- Balanced combat system and cards

Rebound   Dec 2019 – May 2020
Solo Developer
- Developed an fast paced Breakout-like game for mobile users
- Created physics system and level design
- Produced pixel art, effects and UI

Overdraw   Jun 2019 – Sep 2019
Solo Developer
- Produced a simple action game for mobile users
- Created enemy logic and physics system
- Drew pixel art and 2D animations

Dwarves Can't Speak   Oct 2018 – Dec 2018
Solo Developer
- Created a simple card/board game
- Designed layouts and vector graphics
- Firsthand experience with physical production

SKILLS

- Extensive experience with Unity
- Programming knowledge in C# and Javascript
- Familiarity with Adobe software and other animation programs
- Self-motivated
- Worked in many aspects of game development