# Nathan Wang

⌂ Davis, CA
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## EDUCATION

**BA, Art and Design: Games and Playable Media**
*University of California Santa Cruz*, 2022

## WORK

**Tatum Games, February 2023 to Present**
*Unity Developer Intern*
- Developed and designed *Heroes Vs Villains: Nemesis*, a mobile game
- Worked on the *MIKROS SDK* sample app, a mobile games analytics tool, using Unity
- Organized meetings and held training sessions as a team captain
- Learned and taught GitHub version control techniques

**2CGaming, Jun 2021 to Dec 2021**
*Associate Game Designer*
- Programmed *Cassock*, a visual novel prototype, using Unity and C#
- Collaborated with senior designer to create systems and mechanics for *Adventure Pack*
- Gained experience in tabletop RPG design and writing

## PROJECTS

**Monastery, Apr 2022 to Aug 2022**
*Lead Designer and Level Designer*
- Authored and maintained design documentation for a top-down 2D action game
- Effectively communicated project vision to team members as a design lead
- Collaborated with team members to storyboard and create levels using Tiled

**Thief of Time, Jan 2022 to Mar 2022**
*Lead Designer and Lead Programmer*
- Lead both design and programming for a 2D action platformer using Unity and C#
- Ran playtests and iterated on design and mechanics based on feedback
- Created custom state machine for player and enemy characters

**Take As Needed, Apr 2021 to Jan 2022**
*Programmer and Game Designer*
- Designed and programmed a pharmaceutical puzzle VN using Unity and C#
- Created a unique drug manufacturing hex-system and game logic
- Successfully secured grant funding and launched the game on Steam

## SKILLS

- Engines and Languages: Unity, C#, JavaScript, Unreal Engine blueprints
- Tools: Git, Visual Studio (and VS Code), JIRA, Microsoft Suite, Tiled
- Art and Animation: Adobe Suite, Maya, Blender, Figma, Clip Studio Paint, OpenToonz