

Nathan Wang

🏠 Davis, CA

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EDUCATION

BA, Art and Design: Games and Playable Media

University of California Santa Cruz, 2022

WORK

NDA (Startup Studio), May 2023

Technical Design and Programming

Tatum Games, February 2023 to April 2023

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
- 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
- Utilized state design pattern 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, XML, Lua
- Tools: Git, Visual Studio (and VS Code), JIRA, Microsoft Suite, Tiled
- Art and Animation: Adobe Suite, Maya, Blender, Figma, Clip Studio Paint, OpenToonz