

# Nathan Wang

🏠 Davis, CA

Portfolio: [nathanwang00.github.io](https://nathanwang00.github.io)

Email: [nathanwang00@gmail.com](mailto:nathanwang00@gmail.com)

---

## WORK

### **Stealth Startup Studio, May 2023 to June 2023**

*Technical Designer and Programmer*

- Crafted 3D games utilizing in-house engine powered by Lua
- Designed and implemented visually appealing and user-friendly UI components using XML
- Analyzed popular mobile games and developed formulas emulating their systems

### **Tatum Games, February 2023 to May 2023**

*Unity Developer Intern*

- Developed and designed *Heroes Vs Villains: Nemesis*, a mobile game prototype
- 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 Git 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

## EDUCATION

### **BA, Games and Playable Media**

*University of California Santa Cruz, 2022*

## 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](https://store.steampowered.com/app/1673270/2022_Take_As_Needed/)

## SKILLS

- Engines and Languages: Unity, C#, JavaScript, Unreal Engine Blueprints, C++, 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