Nathan Wang

⌂ Bay Area, CA
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EXPERIENCE

Funovus, May 2023 to April 2024

Technical Game Designer

- Created successful releases for *Loop and Loot*, improving player metrics
- Handled design, programming, UI/UX and user analytics
- Set and accomplished goals through effective time management
- Conducted in-depth research and analysis on industry trends and competitors
- Improved documentation for in-house engine to streamline development process

Tatum Games, February 2023 to May 2023

Unity Developer Intern

- Programmed updates for a mobile game analytics tool
- Developed a mobile game prototype
- Coordinated meetings and led training sessions as a team leader

2CGaming, Jun 2021 to Dec 2021

Associate Game Designer

- Programmed visual novel prototype, using Unity and C#
- Collaborated with senior designer to create systems and mechanics for a card game
- Explored tabletop RPG design and narrative writing, broadening skill set and creativity

EDUCATION

BA, Games and Playable Media

University of California Santa Cruz, 2022

SKILLS

- *Engines and Languages*: C#, JavaScript, C++, XML, Lua, Unity
- *Tools*: Git, Visual Studio, Visual Studio Code, Microsoft Suite, Amplitude, JIRA, Tiled
- *Art and Animation*: Adobe Suite, Maya, Blender, Figma, Clip Studio Paint, OpenToonz