

NATHAN WANG



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WORK

Associate Game Designer

2CGaming, Jun 2021 - Dec 2021

- Created systems and mechanics for Adventure Pack alongside a senior designer
- Programmed Cassock, a visual novel prototype, in *Unity* and *C#*
- Trained in tabletop RPG design and writing
- Analyzed company website and organized files
- Learned crowdfunding strategies for games

PROJECT EXPERIENCE

Oct 2018 - Present

- Created and collaborated on over a dozen games
- Worked in various team sizes from solo to over 10 people
- Authored and maintained design documentation
- Constructed and balanced combat systems and player mechanics
- Developed and communicated vision to team members as a design lead
- Quickly iterated upon prototypes using player feedback and playtesting
- Programmed a variety of games using *Unity* and *C#*
- Animated characters and designed layouts using *Adobe Photoshop* and *Illustrator*
- Produced and implemented 3D art assets using *Maya*, *Blender*, and *Substance Painter*
- Shipped *Take as Needed*, a grant-funded game on *Steam*

EDUCATION

BA, Art and Design: Games and Playable Media

University of California Santa Cruz, 2022

SKILLS

- 3+ years of *Unity* experience
- Documentation, systems design, mechanics balancing, combat design, 2D level design
- Programming knowledge in *C#*, *JavaScript*
- UX and UI design in *Adobe Illustrator* and *Figma*
- Art and animation using programs such as *Adobe Photoshop*, *Maya*, *Blender*, etc.