Nathan Wang

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WORK

Stealth Startup Studio, May 2023 to June 2023
Technical Design and Programming
- Crafted interactive prototypes 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

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