# NATHAN WANG

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## WORK

### Associate Game Designer
*2CGaming, Jun 2021 - Dec 2021*

- Created systems and mechanics for a card game alongside a senior designer
- Programmed a visual novel prototype in *Unity* and C#
- Studied tabletop RPG design and writing
- Analyzed company website and improved file management
- Learned about 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 abilities
- Developed and communicated vision to team members as a design lead
- Iterated upon gameplay through player feedback and playtesting
- Programmed many types of games through *Unity* and C#
- Animated characters and designed layouts using *Adobe Photoshop* and *Illustrator*
- Shipped a game on *Steam*, which was also grant funded

## EDUCATION

### BA, Art and Design: Games and Playable Media
*University of California Santa Cruz, 2022*

## SKILLS

- 3+ years of *Unity* experience
- Combat design, 2D level design, documentation, systems design, balancing mechanics
- Programming knowledge in C#, Javascript
- UX and UI design in *Adobe Illustrator* and *Figma*