

4544 West George St Apt 2,  
Chicago, IL, 60641

**Nathaniel Knudtson**  
312-715-4851  
[nathanielknudtson@gmail.com](mailto:nathanielknudtson@gmail.com)

[LinkedIn Profile](#)  
[Portfolio Website](#)

---

### Education

*DePaul University, Chicago, IL*  
Bachelors of Science, Game Design  
2023

*Wilbur Wright Community College,*  
Chicago, IL  
Associates of Science, Computer  
Science 2018

*Albert G. Lane Technical High School,*  
Chicago, IL  
High School Diploma w/Honors -  
2015

---

### Software Skill Set

- Unity - 5 years experience
- Unreal - 2 years experience
- Perforce - 4 years experience
- Ableton - 4 years experience
- Pro Tools - 1 year experience, game sound design
- Adobe Illustrator - 1 year experience, 2D digital art

### Backend Programming Skill Set

- C# - 4 years experience through Unity Coding
- C++ - 2 years experience, focusing on optimization
- C - 2 years experience, using Putty interface
- Java - 1 year experience
- HTML - 1 year experience
- CSS - 1 year experience

---

### Work Experience

**Youth Coding Instructor, CodeAdvantage, Chicago, IL (Jan 2023 - Present)**

- Teaches after-school classes at partner schools in an engaging and fun learning atmosphere.
- Facilitates hands-on activities that encourage critical thinking, problem-solving, and teamwork skills in students.
- Successfully and independently manages multiple classrooms of up to 15 students, ages 5-12.
- Ensures a safe and productive learning environment through personable engagement.

**Data Analyst, XSELL Technologies, Chicago, IL (Nov 2019 - Dec 2022)**

- Supported the development of Artificial Intelligence to increase sales and improve online customer service for clients.
- Analyzed and classified client chat engagements to identify optimization areas in sales dialogue, and compiled data on topic performance for clients.
- Constructed optimized conversational pathways to enhance A.I. engine capabilities.
- Regularly collaborated with the data science team to implement improvements and increase sales.

**Assistant Coding Instructor, PowerUp Tech Academy, Chicago, IL (Mar 2015-July 2015)**

- Curated lessons designed to convey basic programming concepts to young children, ages 5-14.
- Designed and organized confined space to allow for the optimal educational environment.
- Spearheaded advertising efforts for a new small-business to engage with the greater community.

**Volunteer Event Coordinator, Gamers Universe 2023, Chicago, IL (June 2023)**

- Hosted family-oriented gaming sessions for 100+ attendees at Chicago Teen Gaming Guild's "Gamers Universe".
- Directed equipment setup and breakdown for the event, involving several teams of volunteers over multiple stations.

---

### Previous Projects

**"Captive Audience" (2023), Lead Programmer & Audio Producer (team of 4):** Single player, 2D rhythm game

- Led a small team from inception to completion of a full game experience over the span of three months.
- Designed and created gameplay systems and rhythm mechanics for "endless" gameplay.
- Produced original music for the main gameplay loop.

**"Final Hour" (2023), 2D Environment Sprite Artist (team of 12):** Single player, top-down isometric adventure game

- Maintained production tasks and organization for a small team of artists
- Designed and created quest item sprites and environment sprites.
- Regularly collaborated with other team leads to incorporate design changes and updates.