

Nathaniel Knudtson
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<https://nathanielknudtson.github.io/Website-Portfolio/>

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
- Ableton - 4 years experience, self-taught
- Pro Tools - 1 year experience, focus on game sound design
- Adobe Illustrator - 1 year experience, focus on 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, self-taught
 - HTML - 1 year experience, self-taught
 - CSS - 1 year experience, self-taught
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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 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.