Nathen Toms

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905-380-7159

Technical Skills

Languages: C++ (2 years), C# (3 years).

Software Experience: Visual Studios, Unity, 3DSMax, Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Clip Studio Paint, Microsoft Office, Google Docs.

Gameplay Programming: Experienced writing gameplay systems and logic in Unity, Experience working with Unity's HDRP pipeline.

Tool Programming: Experienced with Editor scripting in unity.

Other: Experienced working in groups/teams, Experienced with 2D Art, Understanding of human form, Basic animation prencibles, Shape language and Development pipelines.

Education

School: Niagara College - Game Design (3 Years) (Graduated in 2020).

Awards: President's Honor Roll (Niagara College 2019).

Notables: Capstone Project Team Lead (1 Year), Class Rep (2 Years), Peer Tutor (1 Year).

Past Projects / Experience

Scraps: Scraps is a 2D puzzle platformer where you switch between 2 characters, a fox who can only enter light and Jeno, a decaying robot that must stay in the shadows.
Role: Asset creation and Level Design.

Supernova Strike Squad: SNSS is a 2 player space shooter, one player pilots the ship and the other moves the ship's turret. The goal of the game is to destroy the massive enemy ship piece by piece.
Role: Tool Creation (Dialogue Editor and Node Map Editor), Gameplay and Enemy AI Programmer.

Landscaper: Landscaper Is a personal project, The game is played like 3D Chess with each piece having extra abilities such as moving tiles up or down, or adding completely new tiles.
Role: Solo Developed.

Other

Favourite Game: League of Legends, Team Fight Tactic, Path of Exile, Civ V and Warframe.