Nathen Toms

General Unity Game Developer

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Technical Skills

- Programming Languages C#, C++, HTML, CSS, JavaScript
- Unity Understanding (Gameplay Programming, Editor / Tool Scription, HDRP, URP, Animation Pipeline, Audio System, UI System)
- Knowledge of common algorithms, data structures and patterns
- Understanding of the S.O.L.I.D principles
- Experienced working with Mirror and Unet in Unity
- Good interpersonal and communication skills
- Ability to adapt to change
- Experience Developing (Gameplay, UI, AI, Networking and Mobile) Systems

Software Experience

- Unity, GitHub, Hansoft, Trello, Visual Studios, 3DSMax, Blender, Adobe Photoshop, Adobe Illustrator, Clip Studio Paint, Microsoft Word, Microsoft Office, Google Docs.

Education

- **School**: Niagara College - Game Design (3 Years) (Graduated in 2020).
- **Awards**: 80+ Grade Average, President's Honor Roll (Niagara College 2019).
- **Notables**: Capstone Project Team Lead (1 Year), Class Rep (2 Years), Peer Tutor (1 Year).

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: Gameplay and Enemy AI and Tool Creation (Dialogue Editor and Node Map Editor).

- **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 Developer.