



Nathan Moore

Phone (312) 502-3641

nmoore@binaryprogrammer.com

www.binaryprogrammer.com

SOFTWARE SKILLS

Proficient in: C#, AS3, Unity
Experience in: JavaScript, Objective-C, Java
Familiar with: HTML5, CSS, HLSL

JOB EXPERIENCE

2 By 2 Gaming, Oakbrook Terrace, IL 2012 - 2015

Programmer

- Developed full featured slot games for casinos

Tribeca Flashpoint Academy, Chicago, IL 2012

Lab instructor

- Assisted 12 students develop and publish iOS apps in 18 weeks
- Taught basic programming concepts
- Helped students understand and debug their code

High Voltage Software, Hoffman Estates, IL 2011 - 2012

Contract Programmer

- Developed an unannounced mobile concept in Unity

PROJECT EXPERIENCE

“The Song of Seven” – 3D Adventure Game 2012 - Present

Technical Artist (Unity, C#, HLSL)

- Writing shaders and screen effects
- Working on non-feature polish
- Helped build prototype of concept

“Infinity” – 3D Twin-Stick Shooter 2015 - Present

Programmer (Unity, C#)

- Solo project
- Infinite randomly generated space shooter

“Spero” – 3D Sandbox Adventure Game 2011

Programmer(C#, HLSL)

- Modified asset importers to include custom shaders
- Implemented a visual 3D level editor

“Golden Age of Copper” – 2D Physics Platformer 2010

Programmer (C#)

- Used an open source physics library Farseer
- Created development tools and interface
- Wrote an adaptive scripting language

VOLUNTEERING

CoderDojo Chicago

2013

Volunteer

- Worked with developers to build a curriculum that will teach programming to kids

AWARDS AND ACCOMPLISHMENTS

Microsoft Imagine Cup Competition – “Spero”

2011

Programmer

- 1st place US Nationals
- 1st place National People’s Choice
- 1st place Regional winner (Illinois, Indiana, Iowa, Missouri, Wisconsin)
- 2nd to last worldwide elimination round (top 50)

EDUCATION

Tribeca Flashpoint Media Arts Academy, Chicago, IL

2011

- AAS Game Development Discipline, Programming Concentration
- Made the Dean’s list

Joliet Junior College, Joliet, IL

2006 - 2009

- General Education