

Nathan J. Hillger

Programmer, Game Developer

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PROJECTS

License to Grill - Major Capstone Project

- 5-month 19-person **team** project at AIE
- Meat themed 3rd person combat game, built in **Unreal Engine 5**
- Networked using the **Replication** system and **SteamWorks** plugins

Splash 'n' Seek - Minor Capstone Project

- 3-month 8-person **team** project at AIE
- Asymmetrical water park themed hide and seek gameplay
- Built in **Unity** with **C#** and **Mirror** networking backend
- Refined integration of networking system into team projects

OpenGL Renderer - Curriculum Project

- Implemented **low level** graphics and hardware concepts
- Loading and rendering data from modern data types for 3D objects such as *.FBX* and *.OBJ*
- Write **shaders** compatible with various hardware using **OpenGL**
- Implemented custom **game engine** frameworks, **networking**, and **physics** libraries
- Refined **matrix math** skills

FPV Simulator - Personal Project

- Multiplayer training tool for drone pilots, featuring races, level customization, and realistic physics. Built for commercial pilots or racers to refine their skills
- Built in **Unity** with **C#** and **Photon Unity Networking 2 (PUN2)**

EzLAN - Personal Project

- Networking **plugin** for **Unity**, built on **C++** and **WinSock2**
- Enables rapid prototyping over the **local network** using an intuitive and efficient system to **replicate GameObjects**
- Gained experience with older networking libraries and **low-level** fundamentals

EDUCATION

Academy of Interactive Entertainment (AIE), Seattle WA - Advanced Programming and Game Development 2023 - 2025

- At AIE, I mastered **networking** concepts, dove into **low level** programming, and pushed myself further than ever before with the help of formal education
- Gained experience working on structured **teams** with strict **deadlines**
- Refined mastery of **C#**, **C++** and game engine fundamentals

Issaquah Highschool (IHS), Issaquah, WA - Highschool Diploma

PROFICIENT LANGUAGES

- C++
- C#
- C
- Ue5 C++
- Python 3
- Java
- GLSL
- HLSL
- JavaScript

EXPERIENCED WITH

- Unity
- Unreal Engine 5
- Unreal Replication
- Photon Unity Networking 2 (PUN2)
- Mirror Unity Networking
- WinSock2
- OpenGL

HOBBIES

- FPV Drones
- Robotics
- Gaming
- Skateboarding