**Nathan Contreras**

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**Objective:** Seeking to broaden existing skills and knowledge of programming in a game development industry environment.

**Major Strengths:**

* Experience handling and replacing computer hardware, such as processors and hard drives, and the construction of desktop PCs.
* Experience installing and running software, such as Adobe, Autodesk, Operating Systems, Visual Studio, Eclipse, and MonoDevelop.
* Experience working with Windows OS (Win95-Win10), OSX, and Ubuntu Linux.
* Experience and knowledge of C++, Java, and C#.

**Game Development History:**

* For My Parents – Programmer for Scott Free Games, Northwest Vista College
  + Unity/C# Puzzle/Adventure game
* Bombercat – Programmer for 8-Bit Baby Studios, Northwest Vista College
  + C++/DirectX 2D Bomberman Clone
* Underground Squirrel Brawl – Programmer, Northwest Vista College
  + C++/DirectX 2D tile-based strategy game
* Scotts Day Off – Programmer for Team Poor Boys, NVC Game Jam 2016
  + Unity/C# Action/Platformer game

**Employment history:**

* Open Computer Lab Assistant May 2015 - Aug 2015  
  Northwest Vista College - Part Time

**Education & Certifications:**

* Northwest Vista College 2014-Ongoing
  + Game Design & Development Major
    - Concentration in Computer Programming.

**Relevant Capabilities:**

* Some experience with Python, Lua, and MySQL.
* Experience with PyGame library, Java Swing and AWT libraries, DirectX.
* Hardware and software troubleshooting skills.
* Ability to maintain an organized environment.
* Able to maintain a calm and positive outlook in a stressful environment.