Nathan Lin

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OBJECTIVE

Seeking a position in the Software Engineering and Game Industry.   Available May 2022

EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY   Graduated May 2022
Bachelor of Science, Game Design and Development
GPA: 4.0
Honors Program: Fall 2018 – Spring 2021
Dean's List: Fall 2018 – Present

SKILLS

Programming Languages: C#, C++, Java, Kotlin, XML, Vue.js, HTML, CSS, JavaScript, HLSL, GLSL, PHP
Tools: Visual Studio 2019, Unity, Unreal Engine 5, DirectX11, OpenGL, Android Studio, MonoGame, GitHub, Jira, Perforce, Confluence, Hansoft, Jenkins, Microsoft Office, Photoshop CC, Maya, Substance Painter

PROJECTS

Time Jumper (Published Game on Steam)   Sep 2020 – Feb 2021
- Worked in a team of two to develop and publish a 2D platforming game on Steam using Unity and C#.
- Used agile development methodologies to develop the game and worked asynchronously with partner in India in addition to regular scrum meetings.
- Designed and programmed most gameplay mechanics and implemented the UI, audio, and art.

Custom Game Engine   Jan 2022 – Present
- Built a custom game engine using DirectX 11 and Microsoft Visual Studio 2019 in C++ and HLSL.
- Implemented physically based rendering and lighting calculations to emulate various types of lights.
- Features post-processing effects (blur & bloom).

Ao Shu SpellSlinger   Jan 2022 – May 2022
- Collaborating with students from RIT and the ArtCenter College of Design in California to create an isometric action RPG game using Unity and C#.
- Working with the UI team to design and develop the game's UI.
- Using Perforce, Hansoft, and Confluence in a simulated professional, agile work environment to coordinate with other team members.

WORK EXPERIENCE

Neustar, Inc.   Jun 2021 – Jan 2022
Full Stack Developer   Rochester, NY
- Worked with teams in India, Costa Rica, and California to develop the foundation for internal tools for other Neustar employees to utilize.
- Used the Spring Boot framework with Java and the Quasar framework with Vue.js.
- Built the first internal tool and the foundations for future tools using a microservice architecture.

A.I.H. LLC   Jan 2020 – Sep 2021
Android Developer   Rochester, NY
- Collaborated with team members using agile development methodologies to create an Android application using Kotlin and XML to use with smart wearable devices that measure various physiological parameters.

WEBSITES:

Portfolio | GitHub | LinkedIn