Nathan Lin
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EDUCATION
Rochester Institute of Technology (RIT), Rochester, NY   Graduated May 2022
Bachelor of Science, Game Design and Development
GPA: 3.99
Dean's List: Fall 2018 – Spring 2022

SKILLS
Programming Languages: C++, C#, Java, Kotlin, XML, Vue.js, HTML, CSS, JavaScript, HLSL, PHP
Tools: Unreal Engine 5, Visual Studio 2022, Rider, Unity, DirectX11, Android Studio, Perforce, GitHub, Confluence, Photoshop CC, Maya, Substance Painter

WORK EXPERIENCE
Samsung Research America   Jul 2022 – Sep 2023
Gameplay Engineer   Mountain View, CA
- Created 2 multiplayer demos as proofs of concept. Independently created the first demo in Unity with C# and worked with 2 other engineers to create the second demo in Unreal Engine 5 with blueprints and C++.
- Worked on an unannounced multiplayer project, based on the successful proofs of concept, with 2 other engineers using Unreal Engine 5 with blueprints and C++.
- Independently implemented various gameplay mechanics and features including maps, player inventory, crafting, quests, and text chat.
- Implemented multiplayer functionality using Epic Online Services, which include login, friend management, session creation/joining, and parties.
- Used an AWS S3 database to implement file upload and download between players.

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.

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 a 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).

LinkedIn | Portfolio | GitHub