

Nathan Louis Hammer

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LinkedIn
Profile



Personal
Portfolio

OBJECTIVE

Seeking professional opportunities that involve collaboration, graphic design, web development, and brand marketing.

EDUCATION

Penn State Erie, The Behrend College, Erie PA
Bachelor of Arts in Digital Media, Arts and Technology
Minors in Marketing and Game Development

Graduation: December 2025

GPA: 2.89

Dean's List: Fall 2023

WORK EXPERIENCE

Car Wash Attendant for GetGo Gas Station & WetGo Car Wash, Wexford PA June 2023 – August 2023

- Handled customers and assisted them until they were satisfied with our services
- Acted as a team player in different stations of the store

Apprentice for Burkhardt Building Industries, Shaler PA June 2020 – August 2020

- Gained technical skills to handle construction tools and machinery
- Negotiated with colleagues in order to solve problems collaboratively

ACADEMIC PROJECTS

Developer for Underdevelopment Research Project, "Overdose", Penn State Erie February 2024 – Present

- Explored and developed a prototype on Unreal Engine 5 within four months
- Presented to a group of thirty scholars at the Keystone DH 2024 Conference
- Created assets and graphics using Photoshop, Illustrator, and Blender

Research Assistant for DIGIT Raspberry PI Research, Penn State Erie February 2024 – May 2024

- Studied Linux server infrastructure and debugged webpages to appear properly
- Implemented Frankenstein Variorum on a Raspberry PI utilizing LAMP stack

Research Assistant for Frankenstein Variorum Project, Penn State Erie January 2023 – June 2023

- Applied Git systems to organize files/data for others to use
- Adapted quickly to new and changing working environments
- Tasked to analyze and notice discrepancies in large XML files, fixed accordingly

VOLUNTEER EXPERIENCE

Mentor for Steel City Codes, Pittsburgh PA November 2020 – May 2021

- Taught abstract coding concepts like datatypes and conditional statements to grade school children
- Resolved conflicts between children and guided solutions to troubleshoot their problems

RELEVANT SKILLS

Systems maintenance, game development, and programming

- Linux systems, LAMP, Git, SQL, PHP, HTML/CSS, XML, JavaScript, Node.JS, Python, LUA, Unreal Engine 5, Godot, Game Maker Studio, Raspberry PI

Digital media and design

- Photoshop, Premiere Pro, After Effects, Illustrator, Sony Vegas, Paint.NET, Blender