

Nathan Lembo

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Objective

To gain further experience in my field of Game Design, to become more familiar with the industry with firsthand interactions, and to further my knowledge and skills through internships and jobs

Education

WILLIAM PEACE UNIVERSITY COLLEGE | FALL OF 2020 – PRESENT

- Presently Seeking a Bachelor's in Art through William Peace's Simulation and Game Design Program, looking to graduate in 2021-2022

WAKE TECHNICAL COMMUNITY COLLEGE | FALL OF 2017 – SUMMER OF 2020

- Dual Enrolled at Wake Technical Community College through the College and Career program in 2016
- Started attending full time at Wake Technical Community College in Fall, 2017 under the Simulation and Game Development Program for an Associates in Applied Science (AAS)
- Became Knowledgeable and Experienced with the coding languages: C#, HTML, CSS, JavaScript, Swift, and C++
- Became Knowledgeable and Experienced in the Coding Software & Game Engines: Unity Engine, Unreal Engine 4, GameMaker, Visual Studio, and Xcode
- Became Knowledgeable and Experienced in Adobe Products such as: Adobe Photoshop, Adobe Audition, and Adobe After Effects
- Became Knowledgeable and Experienced in the Modeling & Texturing Softwares: Maya and Substance Painter
- Became Knowledgeable and Experienced in the Game Development Skills: Quality Assurance, Programming, Level Design, and Game Design
- Went on a 3-Week Study Abroad Trip to Austria with Wake-Tech's Study Abroad Program, completing a course in Business Management while overseas
- Underwent Wake Technical Community College's Summer Capstone project, team-based course where teams are required to create a completed game within 10 weeks
- Completed Wake Technical Community College's SGD Program for an Associates in Applied Science (AAS) in Summer 2020
- Dean's List Fall Semester 2017, Spring Semester 2018
- President's List Fall Semester 2018, Spring Semester 2019, Spring Semester 2020

Experience

WAKE TECHNICAL COMMUNITY COLLEGE | FALL OF 2017 – SUMMER OF 2020

- Was a fulltime Student at Wake Technical Community College for 3 Years, having been a participant in the college's Career and Promise Program prior to becoming a full time student
- Experienced in C#, the Unity Game Engine, the Unreal Game Engine, and gained some skills in C++

- Experienced with Adobe Programs such as Audition, Photoshop, and After Effects
- Experienced in good Coding Practices, usage of source coding/project software such as GitHub as well as good Game Testing skills in Quality Assurance such as debugging methods, bug test sheets, and bug test practice.
- Worked with fellow students in several team-based assignments as well as projects during my time at Wake Tech, allowing me to become experience in team-based projects and skills
- Worked outside of my program to pick up some skills and knowledge in C++, did outside learning to better my current skills and abilities

KROGER COMPANY | SEPTEMBER 2017 – AUGUST 2018

- Worked in the Northwest Maynard, Cary location of Kroger
- Worked as a part-time deli clerk. Cutting Meats, Selling Products, Helping Maintain and Clean the Deli and Bakery Department
- Most Shifts were closer to late afternoon to closing for the Deli
- Separate from Kroger after almost a full year of employment. Reason of departure is due to Kroger closing its store

DINING HALL EMPLOYEE | CAMP DURANT | JUNE – JULY 2014, 2015, 2016

- Worked as a full-time Staff member at the Summer Boy Scout Camp, Durant
- Worked as a member of the Dining Hall Staff, charged with maintaining the largest building on camp that comes with interacting with various customers
- Assisted other employees and interacted with campers to ensure the positive experiences as customers
- Kept watchful oversight of Boy scouts ranging from 12-18, making sure the safety and enjoyment of the scouts were secured and met.

COMMUNITY SERVICE & BOY SCOUTS OF AMERICA (BSA) | 2004 - APRIL, 2015

- Boy Scout for 11 years
- Became a Member of the Order of the Arrow
- Successful Achieved the Rank of Eagle, which requires me to perform many hours of cheerful service as well as conduct my own community service project
- Achieved Eagle Scout Award by creating Storage shelves for Dorcas Ministries

Skills & Abilities

- Is knowledgeable in C#, HTML, CSS, JavaScript, C++, Phaser, and Swift
- Is experienced in the Unity Game Engine, Unreal Game Engine, and GameMaker Studio 2
- Is experienced with Git and SourceTree
- Is able to create Quality Assurance Documents, Business Documents, and Design Documents
- Is skilled in gameplay programming, level design, game writing, and creating team pipelines
- Is flexible and familiar with several software tools and technology
- Has worked in a team-based environment for Game Design, specifically in WakeTech's Final Project Capstone

- Communication and Leadership skills for projects. Creating tasks for teammates, identifying opportunities and issues, and communicating a vision and tasks to others who may need that guiding hand
- Enthusiastic and easy to work with
- Takes instructions seriously and follows direction
- Can adapt to sudden changes in the work environment