

Nathan Lembo

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Objective

As a gameplay programmer I create interactive experiences for players within environments and provide life to game worlds through events and interactions with additional skills in game design and level design.

"The world is full of fun, we just need to use its tools to experience it"

Education

WILLIAM PEACE UNIVERSITY COLLEGE | PRESENT

Will graduate in 2022 with a Bachelors in Arts (BA) in Simulation and Game Design (GPA 3.88)

- Developed projects and games in the Unreal Engine as an individual and with teams
- Worked projects and games as a gameplay programmer, game designer, and level designer
- Created projects in Maya and Adobe products as an individual and with teams

WAKE TECHNICAL COMMUNITY COLLEGE | SUMMER OF 2020

Graduated with Associates in Applied Science (AAS) in Simulation and Game Development (GPA 3.79)

- Developed projects and games in the Unity Game Engine, Phaser, GameMaker Studio
- Programmed projects and games with C#, C++, HTML, JavaScript, CSS, Swift coding
- Worked on projects as a gameplay programmer for individual and team projects
- Created a Capstone project with a team of students as a gameplay programmer and project lead
- Worked as quality assurance and headed documentation/game design for several projects
- Went on a Study Abroad Trip in the summer of 2019 to Austria for a Business Management course

Experience

NIGHTMARES| MADE IN UNITY ENGINE

Project Lead and Programming Lead for Wake Technical Community College Senior Capstone project

- Started as A.I. and gameplay programmer before transitioning as new Project Lead
- Organized and created project pipeline, documentation, and team meetings
- Delegated and worked with several team members on different elements of game development
- Programmed A.I. and several player interactions with game
- Assisted programming and art implementations on all levels with multiple teammembers
- Created game cutscenes and reorganized game narrative

Skills & Abilities

- Gameplay programming, level design, game writing, and creating team project pipelines
- C#, HTML, CSS, JavaScript, C++, and Swift
- Unity Game Engine, Unreal Game Engine, Phaser, and GameMaker Studio 2

- Github and SourceTree
- Quality Assurance Documents, Business Documents, and Design Documents
- Maya, Blender, Substance Painter, Adobe Photoshop, Adobe Illustrator, Adobe After Effects
- Communication and Team Collaboration