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 COLLAGE | PRESENT

Intend to graduate in 12/8/2022 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

WAKE TECHNICAL COMMUNITY COLLEGE | JULY 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
· Worked on projects as a gameplay programmer for individual and team 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 teammbers
· Created game cutscenes and reorganized game narrative

APPLYING GAME DESIGN TO EDUCATION | MADE IN UNREAL ENGINE 4

Solo Developer for William Peace University's Senior Capstone Innovation Project

· Topic and Focus Research into Video Game Design and Educational integration
· Organized game design concepts revolving around research and historical information
· Created 3D environments and designed game levels
· Programmed Puzzles, Challenges, and Player Interactions with environment and objects
· Developed Player Interactions and Puzzles with educational and informational teaching focuses
· Presented Project at ECGC as a guest speaker for "Game Education and Research Showcase, Part 2: Undergraduate"

Skills & Abilities

- Programmed projects and games with C#, C++, HTML, JavaScript, CSS, Swift coding
- Gameplay programming, level design, game writing, and creating team project pipelines
- Unity Game Engine, Unreal Game Engine, Phaser, and GameMaker Studio 2
- Github and SourceTree
- Worked as quality assurance and headed documentation/game design for several projects
- Maya, Blender, Substance Painter, Adobe Photoshop, Adobe Illustrator, Adobe After Effects
- Communication and Team Collaboration