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 | DECEMBER 2022

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

RELIC WARS | MADE IN UNREAL ENGINE 5 | DECEMBER 2022

3D Environment Artist, Level Designer, and assistant programmer in various different areas

· Created Environment Models, Materials, and Level Designs
· Models trees, rocks, and props that were laid out across the level
· Designed Materials using Unreal Engine 5's Material tools
· Materials that allowed models to use RVTs to detect and apply the color of the landscape to the models
· Using Material nodes, when sculpting the Landscape the landscape material would apply a different material based on the height that was sculpted
· Helped layout, create, and edit Level Design
· Worked on post processing and lighting for levels
· Assisted in programming player elements, cutscenes, U.I., and game events
· Created game cutscenes and direction
· Programmed most of the U.I. and made fixes to other U.I. features
· Created Event Blue-Prints for U.I. pop-ups and Cutscenes
· Organized and assisted in leading the project's planning and execution along with Team Lead

TRIANGLE ESPORTS ACADEMY INTERNSHIP | ROBLOX STUDIO | AUGUST TO DECEMBER 2022

A fall internship at Triangle Esports Academy where I created lesson plans teaching Programming, Level Design, and Game Design in Roblox

- Created a 4-5 Lesson long curriculum in which students go from learning the basics of Roblox to coding an obstacle course
- Recorded Videos where I ran Students through the many aspects of Roblox from its modeling and to principles of level-design and game design
- Made Power-point presentations and videos to teach students and help future instructions in learning Scripting and Programming in Lua
- Worked with fellow interns on a 1hr Coding Camp for "Black Girls Code" to teach the basics of Unity and C# Scripting

WILLIAM PEACE UNIVERSITY VR WELCOME CENTER | MADE IN UNREAL ENGINE 4 | JULY 2022

A Summer internship VR Project where I worked on and finished a Spring Semester project I and other students were developing for William Peace University's Marketing team

- Created a 3D space of the William Peace University Welcome Center
- Developed gameplay and level design in VR for the Oculus Quest 2
- Programmed interactions through U.I. and object interactions with Blueprinting
- Provided access and presentation of client requested information to users who play the simulation
- Created project workflow so actors and other project elements can be created as children and be edited by level designers
- Presented Project at ECGC as a student of WPU at their booth in the Expo Hall
- Created Documentation for future development of the project, instructions on project packaging workflow, and Marketing Team training.

APPLYING GAME DESIGN TO EDUCATION | MADE IN UNREAL ENGINE 4 | APRIL 2022

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"

NIGHTMARES | MADE IN UNITY ENGINE | JULY 2020

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

Skills & Abilities

- Programmed projects and games with C#, C++, HTML, JavaScript, CSS, Lua, Swift coding
- Gameplay programming, level design, game writing, and creating team project pipelines
- Unity Game Engine, Unreal Game Engine, Phaser, Roblox Studio, 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