

Nate Boone

nmb7888@rit.edu - (773) 332-7916 - <https://www.linkedin.com/in/nate-boone-/>

Portfolio - <https://people.rit.edu/nmb7888/>

Objective

Seeking a software design co-op/internship utilizing C# or C++, and/or Unreal Engine. Available Summer 2026.

Education

Rochester Institute of Technology, Golisano College of Computing and Information Sciences

Rochester, NY

Bachelor of Science, Game Design and Development

Anticipated May 2027

- GPA: 3.69 | Dean's List Fall and Spring Semesters 2024
- Presidential Scholarship Recipient
- Extracurricular Activities: Running, Ultimate Frisbee, Disc Golf

Skills

Technical Skills: Unreal Engine, Jira, Unity, Node.js, NPM, Blender, Autodesk Maya, Github, Perforce

Programming Languages: C++, C#, JavaScript/Typescript, CSS, HTML **API Experience:** OpenGL, Web APIs

Professional Game Design Experience

Flowplay Inc

Seattle, WA

Intern

March 2022 - May 2022

- Worked with the COO to prototype a game in the Unity game engine for over 3 months.
- Explored multiple game design techniques, including wire framing, early prototyping, and gray boxing.

Project Experience

Signal Drift | Personal Project

June 2025 - Present

- Developing in **Unreal Engine 5** using both **C++**, and the blueprint scripting language.
- Unique type movement and level interaction from traditional 3D games.
- Full world space UI so everything that the player interacts with is diegetic to the game world.

Gloom | Academic Project

September 2025 – December 2025

- Horror game prototype developed in **Unreal Engine 5**.
- Collaborated with team of 3 to design and implement levels, gameplay systems, and custom art assets.

Amiibo Center | Academic Project

November 2024

- Utilized an Amiibo **API** to present user with information about a search query.
- Used **HTML**, **CSS**, and **JS**, and deployed the app on a web server.

Man vs. Machine | Academic Project

January 2024 – May 2024

- Development in **Monogame**, using **C#**.
- Developed in a team of 4 during the Spring 2024 semester.
- Contributions include a custom level editor build in **WinForms**, and the movement system.

The Lofi Café | Personal Project

December 2021 - June 2022

- Developed as a proof-of-concept game in **Unreal Engine 4**, later migrated to 5.
- Used both the **C++** and the blueprint scripting language.
- Utilized **Blender** for custom models and texturing in **Adobe Photoshop**.

Work Experience

Secret Treasures Antiques, Product Processor (inventory and customer service)

June 2020-Present

Blackbox Inc., Assistant (technical assistance and design consult)

June 2019-Present