Nathan Otis

Contact

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Education

University of Central Florida
Senior (4.0 GPA)
Major: Computer Science
Relevant Coursework for Major: Computer Science 1 (Data Structures and Algorithms), Discrete Structures, Computer Science 2, Discrete Structures 2, Computer Graphics, Artificial Intelligence, Software Development
Distinctions: Burnett Honors Scholar, Provost Scholarship Recipient (merit based scholarship awarded to top incoming freshman at UCF), Bright Futures Scholarship Recipient (merit based scholarship awarded to top Florida high school graduates)

Employment

Limitless Solutions – a non-profit organization dedicated to empowering individuals through personalized, creative, and expressive bionics

Game Development Student Assistant | May 2021 – Present
- Programming and designing both 2D and 3D games using the Unity engine
- Implementing third party hardware and dependencies within the Unity engine
- Developing editor tools that assist our team in creating and managing game assets
- Building off of an existing Google Firebase project to create an in-game level editor that utilizes Google authentication services and databases for user management and saving/loading levels
- Directing programming efforts on projects to ensure an efficient distribution of work amongst developers and that projects will be completed on time
- Working with an interdisciplinary team to design and develop games, gaining an insight into how development flows between production teams

Code Ninjas Waterford Lakes – a K-12 learning center that focuses on teaching programming through the creation of video games

Instructor | July 2021 – October 2021
- Instructed K-12 students in varying levels of programming from Scratch to JavaScript
- Developed strong teaching and leadership skills by designing lesson plans and leading students through them
- Strengthened my own programming fundamentals through teaching others

Organizations

Game Development Knights at UCF
Member | Jan 2021 – Present
- Developing skills in Unreal Engine 4 and Unity game engines
- Acquiring skills on how to work well within a development team and use my skills as a programmer to improve the workflow of others
- Participated in both the Spring and Summer 2021 Game Jams and gained insight on work as a development team under a strict time constraint

The Improv Academy UCF
Events Coordinator, Teacher | Aug 2019 – Present
- Learning quick-thinking skills and creative solution skills
- Involved in the planning and execution of events for the club as an officer
- Taught creative and quick thinking skills to others as a teacher

Technical Skills

Programming Languages
- C#
- Java
- C
- C++
- JavaScript
- Python
- HTML/CSS

Game Engines
- Unity
- Unreal Engine 4

Source Control
- Git

Microsoft Office
- Word
- Excel
- PowerPoint