

# Nathan Otis

## Contact

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## Education

### University of Central Florida

Senior

**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 (awarded to top incoming freshman at UCF), Bright Futures Scholarship Recipient (awarded to top Florida high school graduates)

## Employment

**Limbitless 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
- Unity Collab