

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

Distinctions: Burnett Honors Scholar, Provost Scholarship Recipient, Bright Futures Scholarship Recipient, Raytheon Scholarship Recipient

Employment

Limbitless Solutions

Game Development Student Assistant | May 2021 – Present

- Programming and designing games using the Unity engine
- Learning how to implement third party hardware within the Unity engine
- Working with an interdisciplinary team of fellow students to build and release games

Code Ninjas Waterford Lakes

Instructor | July 2021 – October 2021

- Instructed K-12 students in varying levels of programming from Scratch to Lua
- Developed strong teaching and leadership skills through lesson plans
- Strengthened my programming fundamentals

Organizations

Game Development Knights at UCF

Member | Jan 2021 – Present

- Learning skills in Unreal Engine 4 and Unity game engines
- Learned how to work well within a development team, using my skills as a programmer to improve the workflow of others
- Participated in both the Spring and Summer 2021 Game Jams and learned how to make games in UE4 and Unity in a single weekend

The Improv Academy UCF

Events Coordinator | Aug 2019 – Present

- Learning quick-thinking skills and creative solution skills
- Assisted in leading the club as an officer
- Involved in the planning and execution of events for the club

Boy Scouts of America

Member | Aug 2011 – May 2019

- Earned the rank of Eagle Scout, which required planning and executing a community service project including coordinating and leading many volunteers
- Held several leadership positions within the organization and participated in multiple leadership workshops
- Learned leadership qualities and how to organize projects

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