

NATHAN TERRELL

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Portfolio: <https://nterrell4264.github.io>
GitHub Repo: <https://github.com/nterrell4264>

EDUCATION

Game Creation and Application of Irish Storytelling; Bachelor of Science

Rochester Institute of Technology, Spring 2020

- Personalized degree with concentrations in game development, game design, and a study abroad in Ireland experiencing and learning about the island's culture and history.
- Music & Technology minor, learning about digital audio production and music theory.
- GPA 3.66; graduated cum laude and on Dean's List for entirety of degree.

SKILLS

- Programming languages: C++, C#, HTML/CSS, JavaScript
- Software: Visual Studio, Unity, Maya and Blender, Microsoft Word and Excel, Paint.NET

PROJECTS

Modding Sonic Adventure 2

Development and release of several mods for the PC version of *Sonic Adventure 2*, practicing principles of level design and iterative releases. The process included using tools to examine and edit the game's level data and assembly, including documentation and translation of numeric parameters for all level objects in the game. These mods are viewable at <https://gamebanana.com/members/submissions/gamefiles/1720449>.

Pokémon Earth and Sky

Comprehensive design document for a theoretical *Pokémon* installment of my creation. Includes data-based analysis, concept art, and a public website at pokemonearthsky.squarespace.com to showcase the designs.

WORK EXPERIENCE

RIT National Science Foundation Research Experience for Undergraduates

May–August 2018

Worked with the Geographic Information Systems for Disaster Resilience Spatial Thinking Site, funded by the NSF, to create a serious geogame known as Project Lily Pad. Integrated the research topics into the design documentation, providing a link between the researchers and game developers in the interdisciplinary team.

Alongside the game, a research paper was produced which was published in the International Journal of Geo-Information in June 2020. The paper can be accessed at <https://www.mdpi.com/2220-9964/9/6/405/htm>.

Lab Tutor, RIT Interactive Games & Media Open Lab

August 2018–May 2020

- Tutored students in topics such as pathfinding in C#, web design, and JavaScript.
- Maintained a friendly and clean environment and watched equipment.

ACTIVITIES

Speedruns Rochester

Co-Founder and Admin, September 2017–November 2018

Formed an intercollegiate community that works with the University of Rochester and has a Discord with over 100 members. Administrative duties included reserving rooms for meetups and events, creating and posting advertisements, and communicating with other groups on campus for collaborations.