

NATHAN R. WEBER

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EDUCATION

Georgia Institute of Technology, Atlanta Georgia

Expected Graduation Dec 2024

- Bachelor of Science in Computational Media | Games and Media Threads, Minor in Music Tech
- GPA: 3.51/4.0, Dean's List all semesters, Honors Program
- Related Coursework: Game AI, Video Game Design & Programming, Computer Audio, Computer Graphics, Intro-AI, Data Structures and Algorithms, Object-Oriented Programming, Graphic Design, Objects and Design, Music Recording and Mixing, Integrating Music into Multimedia

EXPERIENCE

Next Play Games, Lake Orion, MI

May 2024 – August 2024

Web Developer Intern

- Developed a responsive fantasy football web app using TypeScript and CSS, ensuring an optimal user experience across both web and mobile environments.
- Integrated server-side API calls to retrieve and display player data, enhancing real-time user interaction with the app.
- Designed and implemented a user database, managing rosters, points, contests, and trophy system, enhancing app functionality.

Anuncia Medical, Scottsdale, AZ

May 2022 - August 2022

Research and Development Intern

- Designed a mobile app in AdobeXD for patients in compliance with FDA regulations.
- Created use case scenarios and documents for medical device usage and symptom tracking.
- Developed 3D visuals in Adobe Photoshop for product presentation at National Conference.

Arthromeda, Lowell, MA

May 2022 - August 2022

Research and Development Intern

- Authored software requirement documents for 510K submission.
- Drafted use case scenarios and documents to meet strict FDA regulations.
- Created and executed protocol for Human Factors testing of new software.

SKILLS

- **Programming:** Proficient in Java, Python, C, C++, HTML, CSS, JavaScript, TypeScript, OpenGL
- **Software and Tools:** Experienced in Godot, Unity, VS Code, Git, FL Studio, Pro Tools, Ableton, Adobe Creative Suite, Microsoft Office, MAX MSP, Pure Data

PROJECTS <https://nweber31.github.io/portfolio-website/nweber31.html>

Project Buzzmon

November 2023

- Composed dynamic and immersive game music in FL Studio.
- Designed battle sequence and game mechanics, implemented battle logic in Godot.
- Integrated music with gameplay to ensure musical elements enhanced player experience.

Crush Depth

April 2023

- Programmed a game for Game Boy Advanced (GBA) in C, leveraging knowledge of unique hardware architecture of the system.
- Applied optimization techniques to ensure smooth performance on the GBA.

Cyber Prophet

April 2023

- Developed an interactive narrative using Twine, implementing branching paths to offer player-driven story progression.

Pure Data

- Designed ambient generative patch inspired by the videogame Subnautica.

LEADERSHIP

Phi Kappa Theta Fraternity

2021 - Present

- Leader of Judicial Committee, resolving disciplinary matters among members
- Volunteer regularly at St. Francis Soup Kitchen serving meals to the less fortunate

Georgia Tech Honors Program Living Learning Community

2020 - 2022

- Leader of Community Development Committee, organizing monthly events.