

# NATHAN R. WEBER

602-359-7298 • nweber31@gatech.edu • [www.linkedin.com/in/nathanweber31](https://www.linkedin.com/in/nathanweber31)

## EDUCATION

<b>Georgia Institute of Technology</b> , Atlanta Georgia	Expected Graduation Dec 2024
<ul style="list-style-type: none"><li>• Candidate for Bachelor of Science in Computational Media   Games and Media Threads</li><li>• Minor in Music Technology</li><li>• GPA: 3.5/4.0, Dean's List All Semesters, Honors Program</li><li>• Related Coursework: Video Game Design &amp; Programming, Principles and Applications of Computer Audio, Computer Graphics, Intro-Artificial Intelligence, Data Structures and Algorithms, Object-Oriented Programming, Objects and Design, Music Recording and Mixing, Integrating Music into Multimedia</li></ul>	

## EXPERIENCE

<b>Anuncia Medical</b> , Scottsdale, AZ	May 2022 - August 2022
<i>Research and Development Intern</i> <ul style="list-style-type: none"><li>• Independently designed a mobile app in AdobeXD for patients, ensuring compliance with FDA regulations</li><li>• Developed use case scenarios and documents for medical device usage and symptom logging</li><li>• Created 3D images in Adobe Photoshop for product presentation at HA Connect National Conference</li><li>• Updated website and official documents with new images and logos</li></ul>	
<b>Arthromeda</b> , Lowell, MA	May 2022 - August 2022
<i>Research and Development Intern</i> <ul style="list-style-type: none"><li>• Drafted software requirement documents for 510K submission</li><li>• Developed use case scenarios and documents to meet strict FDA regulations</li><li>• Created protocol and tasks for Human Factors testing of new Exchange Software</li></ul>	

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

<b>Project Buzzmon</b>	November 2023
<ul style="list-style-type: none"><li>• Composed dynamic and immersive game music in FL Studio</li><li>• Designed battle sequence and game mechanics, implemented battle logic in Godot</li><li>• Collaborated with a team to integrate music with gameplay to ensure musical elements enhanced overall player experience</li></ul>	
<b>Crush Depth</b>	April 2023
<ul style="list-style-type: none"><li>• Programmed a game for the Game Boy Advanced (GBA) in C, understanding unique architecture and hardware of system.</li><li>• Implemented optimization techniques to ensure smooth performance on the GBA.</li></ul>	
<b>Cyber Prophet</b>	April 2023
<ul style="list-style-type: none"><li>• Created an interactive narrative using Twine, implemented branching paths allowing players to influence the direction of the story</li></ul>	
<b>Pure Data</b>	April 2022
<ul style="list-style-type: none"><li>• Designed ambient generative patch inspired by the videogame <i>Subnautica</i></li></ul>	

## LEADERSHIP

<b>Phi Kappa Theta Fraternity</b>	2021 - Present
<ul style="list-style-type: none"><li>• Leader of Judicial Committee, resolving disciplinary matters among members</li><li>• Volunteer at St. Francis Soup Kitchen serving meals to the less fortunate</li></ul>	
<b>Georgia Tech Honors Program Living Learning Community</b>	2020 - 2022
<ul style="list-style-type: none"><li>• Leader of Community Development Committee, organizing monthly events and leading bi-weekly committee meetings</li></ul>	
<b>How Big is Your Dream?</b>	May 2022
<ul style="list-style-type: none"><li>• Led and produced 3D animation project for underprivileged kids</li></ul>	

## SKILLS

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