

NATHAN R. WEBER

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EDUCATION

Georgia Institute of Technology , Atlanta Georgia	Expected Graduation Dec 2024
<ul style="list-style-type: none">• Candidate for Bachelor of Science in Computational Media Games and Media Threads• Minor in Music Technology• GPA: 3.5/4.0, Dean's List All Semesters, Honors Program• Related Coursework: Video Game Design & 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	

EXPERIENCE

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

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

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

LEADERSHIP

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

SKILLS

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