Nathan Glick

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Education   **Rochester Institute of Technology**

Master of Science in Game Design & Development, received May 2021

Bachelor of Science in Game Design & Development, received May 2021

Undergraduate GPA: 3.7 / 4.0, **Graduate GPA:** 3.77 / 4.0

Study Abroad in Kyoto & Tokyo, Japan (Japanese Game Industry), May 2018

Skills   **Programming Languages:** C/C++, C#, HTML/CSS, JavaScript, TypeScript, Python, Lua, Rust

Software: Microsoft Visual Studio, Microsoft Visual Studio Code, Unity, Unreal Engine, Git, Perforce, Mercurial, Adobe Photoshop

Libraries/Other: PS4, .NET, Box2D, OpenGL, Node.js, Vue.js, React, MySQL, MongoDB, WPF

Experience   **Gameplay Programming Intern** at **Hi-Rez Studios** | Jun 2021 - Present
- Titan Forge Games
- Works on coding Gameplay for Smite
- Unreal Engine 3, C++

Teaching Assistant at **Rochester Institute of Technology** | Aug 2018 - May 2021
- Works as a teaching assistant for Data Structures & Algorithms for Games & Simulations I and II, a series of classes that teach students important programming concepts for games in C/C++.

Software Engineering Intern at **APS Technology** | Jan 2019 - Aug 2019
- Primarily developed data displaying software for oil drilling tool readings and measurements, in addition to support software and web development. Most software is written in C# using Windows Presentation Forms and Material Design.

Capstone   **X-iled**
- 3D Action Rogue-like with a card-based combat system
- Unreal Engine 4
- AI, Tools, and Gameplay Programmer
- Researched Using AI for Game Balance
- https://razeki.itch.io/x-iled