Nathan Glick

Portfolio: **www.nathanglick.com**   Email: **nathan.h.glick@gmail.com**

Phone: **(203) 727 - 2109**   Location: **Connecticut**

Experience

Associate Gameplay Programmer at **Hi-Rez Studios** | August 2021 - Present
- Gameplay Programmer for Smite / Titan Forge Games
  - Character Development
  - Gamemode Development
  - Networked Gameplay
- Unreal Engine 3, C++, UnrealScript
- Worked closely with Design, FX, and Tech Art

Gameplay Programming Intern at **Hi-Rez Studios** | Jun 2021 - August 2021
- Gameplay Programming for Smite
  - Character Development
- Unreal Engine 3, C++, UnrealScript

Teaching Assistant at **Rochester Institute of Technology** | Aug 2018 - May 2021
- Data Structures & Algorithms for Games & Simulations I and II
  - C/C++ Introductory/Intermediate Classes
  - Grading and Tutoring

Software Engineering Intern at **APS Technology** | Jan 2019 - Aug 2019
- GUI development for drilling data
- Windows Presentation Forms, C#
- Material Design

Skills

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

Software: Unreal Engine 3, Unreal Engine 4, Unity, Microsoft Visual Studio, Git, Perforce, Mercurial, Adobe Suite

Other: PlayStation, NodeJS, SQL, MongoDB

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), Spring 2018

Graduate Capstone

Game Project: X-lled
- Unreal Engine 4
- AI, Tools, Gameplay Programming

Research: AI for Game Balance
- Automatic Game Balancing
- Investigated AI algorithms best for game balance