Nathan Glick

nathanglick.com

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School Address:

708 Park Point Drive, Unit 005, Bedspace - A Rochester, NY 14623

Permanent Address:

145 Gem Street, Stratford, CT 06614

Education

Rochester Institute of Technology, Rochester, NY

Bachelor in Science for Game Design & Development, expected June 2020

GPA: 3.65 / 4.0

Courses: Game Development & Algorithmic Problem Solving I & II, Intro to Interactive Media, Data Structures & Algorithms for Games & Simulations I & II, Discrete Math, Math of Graphical Simulation I, 2D Animation and Asset Production, 3D Animation and Asset Production, Interactive Media Development, Game Design & Development I, Web Design & Implementation, Interaction, Immersion, & Media Interface, Beginning Japanese I & II, Intermediate Japanese I & II, Rich Media Web Application Development I

Dean's List: Fall 2016, Spring 2017, Fall 2017, Spring 2018

Skills

Programming Languages: C/C++, C#, HTML/CSS, Javascript, Java, Python

Software: Microsoft Visual Studio, Microsoft Visual Studio Code, Unity, Git/Source Control, Eclipse, Adobe Photoshop, Adobe After Effects, Adobe Illustrator, Adobe Premiere, Vegas Pro, Autodesk Inventor, Autodesk Maya, Microsoft Office

Other: Teamwork, Communication, Teaching

Projects

- Producer/Programmer for E.C.H.O in Music Game Jam, created in Unity3D
 - https://razeki.itch.io/echo
- Developer for EarthRPG a 2D RPG demo created in Unity
 - https://razeki.itch.io/earthrpg
- Developer for Web based Audio Visualizer
 - http://www.nathanglick.com/AV/visualizer.html
- Lead Programmer for No One Left Behind, a 2D adventure game created for a game jam during a study abroad in Japan
 - https://razeki.itch.io/no-one-left-behind

Experience

Technology Counselor at **Emagination Computer Camps** | June 2017 - August 2017

- Taught Programming Camp (C# and Visual Studio)
- Taught Beginning and Advanced Java Workshops
- Taught Game Design through RPG Maker VX and Flowlab.io
- Supervised Children ages 7-17

Teaching Assistant at RIT | August 2018 - Present

- Data Structures & Algorithms for Games & Simulations I
- Grader