

Nathan Glick

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Address: 145 Gem St, Stratford, CT 06614

Education Rochester Institute of Technology

Bachelor of Science for Game Design & Development, expected May 2021

Master of Science for Game Design & Development, expected May 2021

Undergraduate GPA: 3.67 / 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

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

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

Experience

Teaching Assistant at Rochester Institute of Technology | Aug 2018 - Present

- Works as a teaching assistant for Data Structures & Algorithms for Games & Simulations I, an introductory class into C/C++ development. Responsible for grading assignments and providing help to students inside and outside of class.

Software Engineering Intern at APS Technology | Jan 2019 - Aug 2019

- Primarily developed data displaying software for downhole 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.

Technology Counselor at Emagination Computer Camps | Jun 2017 - Aug 2017

- Taught the Emagination Programming Camp, which was an introductory workshop for coding in C# for teenagers, as well as taught the Beginning and Advanced Java workshops, and taught RPG Maker VX and Flowlab.io game design workshops.
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Projects

No One Left Behind

- 2D Adventure Game won first place in a Game Jam at Ritsumeikan University in Japan
- Lead game programmer
- Built in Unity
- <https://razeki.itch.io/no-one-left-behind>

Hatmancers

- 3D Wizard Arena Shooter built in Unity, designed for children ages 7-12
- Project Lead and Gameplay Programmer
- <https://github.com/nxg9997/Nightcap-Studios-IGME601>