

Nathan Glick

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School Address:

6000 Reynold's Drive #1072, 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: 3.61 / 4.0

Courses: Game Development & Algorithmic Problem Solving I & II, Intro to Interactive Media, Data Structures & Algorithms for Games & Simulations I, 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

Dean's List: Fall 2016 and Spring 2017

Skills

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

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

Other: Teamwork, Communication, Teaching, Child Supervision

Projects

- **Producer/Programmer** for E.C.H.O in Music Game Jam, created in Unity3D
- **Developer** for Humans vs Zombies AI Simulation, created in Unity3D
- **Architect Programmer** for Detached, a 2D platformer, created in Monogame
- **Developer** for Another Hard Game, a 2D platformer based on Super Meat Boy, created in Unity

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

Volunteer at Stratford Recreation Department | June 2011 - August 2015

- Supervised Children ages 7-15