

Nathan Glick

nathanglick.com

(203) 727 - 2109
nxg9997@rit.edu

Address:
145 Gem Street, Stratford, CT 06614

Education	<p>Rochester Institute of Technology, Rochester, NY</p> <p>Bachelor in Science for Game Design & Development, expected June 2020</p> <p>GPA: 3.64 / 4.0</p> <p>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</p> <p>Dean's List: Fall 2016, Spring 2017, Fall 2017, Spring 2018</p>
Skills	<p>Programming Languages: C/C++, C#, HTML/CSS, Javascript, Java, Python</p> <p>Software: Microsoft Visual Studio, Microsoft Visual Studio Code, Unity, Git/Mercurial/Source Control, Eclipse, Adobe Photoshop, Adobe After Effects, Adobe Illustrator, Adobe Premiere, Vegas Pro, Autodesk Inventor, Autodesk Maya, Microsoft Office</p> <p>Other: Teamwork, Communication, Teaching</p>
Projects	<ul style="list-style-type: none">• Producer/Programmer for E.C.H.O in Music Game Jam, created in Unity3D<ul style="list-style-type: none">◦ https://razeki.itch.io/echo• Developer for Web based Audio Visualizer<ul style="list-style-type: none">◦ 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<ul style="list-style-type: none">◦ https://razeki.itch.io/no-one-left-behind
Experience	<p>Co-op Software Engineer Intern at APS Technology January 2019 - Present</p> <ul style="list-style-type: none">• Develops visual data displays using C#• Web development <p>Teaching Assistant at RIT August 2018 - December 2018</p> <ul style="list-style-type: none">• Data Structures & Algorithms for Games & Simulations I• Grader <p>Technology Counselor at Emagination Computer Camps June 2017 - August 2017</p> <ul style="list-style-type: none">• 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