NATHAN GLICK

EXPERIENCE

Associate Gameplay Programmer, 08/2021 to Current
Hi-Rez Studios - Alpharetta, GA / Remote
- Developed character abilities, game modes, and items.
- Worked closely with design, art, and animation to ensure high-quality character releases.
- Regularly reviewed code submitted by peers to maintain code readability and standards.
- Unreal Engine 3

Gameplay Programming Intern, 06/2021 to 08/2021
Hi-Rez Studios - Alpharetta, GA / Remote
- Developed new character abilities, as well as discovered and fixed issues with new and pre-existing characters.
- Unreal Engine 3

Teaching Assistant, 08/2018 to 05/2021
Rochester Institute of Technology, RIT - Rochester NY
- Mentored and tutored individual students needing additional help.
- Assisted in teaching introductory and intermediate programming classes in C/C++.
- Regularly graded and reviewed students' assignments.

Software Engineering Intern, 01/2019 to 08/2019
APS Technology - Wallingford, CT
- Handled scripting tasks for debugging and automation
- Developed Graphical User Interfaces to help view and modify data from drilling tools.
- Windows Presentation Forms, C#, Material Design

EDUCATION

Master of Science, Game Design & Development, 05/2021
Rochester Institute of Technology - Rochester, NY
- Capstone Project: X-Iled, AI & Gameplay Programmer. Worked on creating the systems for procedural generation as well as enemy AI behavior. Made in Unreal Engine 4.
- Research Project: AI for Game Balance. Researched ways in which one could use AI algorithms to automatically balance a complex game.

Bachelor of Science, Game Design & Development, 05/2021
Rochester Institute of Technology - Rochester, NY
- Study Abroad: Tokyo & Kyoto, Japan, Japanese Game Industry

CONTACT

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WEBSITES

- www.nathanglick.com
- www.linkedin.com/in/nathan-glick/

SKILLS

Languages
- C/C++, C#, HTMl/CSS, JavaScript, TypeScript, Python, Rust, Lua

Software
- Unreal Engine, Unity, Microsoft Visual Studio, Jira, Git, Perforce, Mercurial

Other
- PlayStation, MongoDB, SQL