

# Nathan Glick

Portfolio: [nathanglick.com](http://nathanglick.com)

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Phone: (203) 727 - 2109

Location: Connecticut

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## Education Rochester Institute of Technology

**Master of Science in Game Design & Development, received May 2021**

**Bachelor of Science in Game Design & Development, received May 2021**

**Undergraduate GPA: 3.7 / 4.0, Graduate GPA: 3.77 / 4.0**

**Study Abroad in Kyoto & Tokyo, Japan (Japanese Game Industry), May 2018**

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## Skills

**Programming Languages:** C/C++, C#, HTML/CSS, JavaScript, TypeScript, Python, Lua, Rust

**Software:** Microsoft Visual Studio, Microsoft Visual Studio Code, Unity, Unreal Engine, Git, Perforce, Mercurial, Adobe Suite

**Libraries/Other:** PS4, .NET, Box2D, OpenGL, Node.js, Vue.js, React, MySQL, MongoDB, WPF

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## Experience

**Associate Gameplay Programmer at Hi-Rez Studios | August 2021 - Present**

- Gameplay Programmer for Smite / Titan Forge Games
  - Character Development
  - Gamemode Development
- Unreal Engine 3, C++, UnrealScript

**Gameplay Programming Intern at Hi-Rez Studios | Jun 2021 - August 2021**

- Gameplay Programming for Smite
  - Character Development

**Teaching Assistant at Rochester Institute of Technology | Aug 2018 - May 2021**

- Data Structures & Algorithms for Games & Simulations I and II
  - C/C++ Introductory/Intermediate Classes
  - Grading and tutoring

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

- GUI development for drilling data
  - Windows Presentation Forms (C#)
  - Material Design
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## Capstone Project

### X-iled

- 3D Action Rogue-like with a card-based combat system
- Unreal Engine 4
- AI, Tools, and Gameplay Programmer
- Individual Research: AI for Game Balance
- <https://razeki.itch.io/x-iled>