

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

GPA: 3.7 / 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, Rust

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

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

Experience

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

- Works as a teaching assistant for Data Structures & Algorithms for Games & Simulations I and II, a series of classes that teach students important programming concepts for games in C/C++.

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

- Primarily developed data displaying software for oil drilling 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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Capstone

X-Iled

- 3D Action Rogue-like with a card-based combat system
- Unreal Engine 4
- AI, Tools, and Gameplay Programmer
- <https://dndcapstone.github.io/>