

# Nathan Glick

nathanglick.com

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## School Address:

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Rochester, NY 14623

## Permanent Address:

145 Gem Street, Stratford, CT 06614

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### Education

**Rochester Institute of Technology, Rochester, NY**

**Bachelor in Science for Game Design & Development, expected June 2020**

GPA: 3.65 / 4.0

**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

Dean's List: Fall 2016, Spring 2017, Fall 2017, Spring 2018

### 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

### Projects

- **Producer/Programmer** for E.C.H.O in Music Game Jam, created in Unity3D
- **Developer** for EarthRPG a 2D RPG demo created in Unity
- **Architect Programmer** for Detached, a 2D platformer, created in Monogame
- **Lead Programmer** for No One Left Behind, a 2D adventure game created for a game jam during a study abroad in Japan (Won first place)

### 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

**Teaching Assistant at RIT** | August 2018 - Present

- Data Structures & Algorithms for Games & Simulations I
- Grader

