

# Nathan Glick

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

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## 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**

Undergraduate GPA: 3.64 / 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, Python, Java

**Software:** Microsoft Visual Studio, Microsoft Visual Studio Code, Unity, Git/Mercurial/Source Control, Adobe Photoshop, Adobe After Effects, Adobe Illustrator, Adobe Premiere, Autodesk Maya, Autodesk Inventor, Microsoft Office

**Languages:** English, Japanese

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## Experience

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

- Worked as a teaching assistant for Data Structures & Algorithms for Games & Simulations I, an introductory class into C/C++ development. Was responsible for grading assignments and providing help to students inside and outside of class.

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

- Primarily developed data displaying software for downhole 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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## Projects

### No One Left Behind

- 2D Adventure Game won first place in a Game Jam at Ritsumeikan University in Japan. Worked as the lead game programmer. Written in Unity.
- <https://razeki.itch.io/no-one-left-behind>

### Rocket League Tracker

- Tracks player stats by parsing replay files & by accessing public stat APIs
- Rich media web application, uses a Node.js server & MySQL database backend, as well as Material Design Lite and Vue.js for the frontend
- <http://ritcarball.herokuapp.com/>