Nathan Glick

School Address:
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Permanent Address:
145 Gem Street, Stratford, CT 06614

Education	**Rochester Institute of Technology, Rochester, NY**
	Bachelor in Science for Game Design & Development, expected June 2020
	GPA: 3.61 / 4.0
	Courses: Game Development & Algorithmic Problem Solving I & II, Intro to Interactive Media, Discrete Math, Math of Graphical Simulation I, 2D Animation and Asset Production, 3D Animation and Asset Production, Interactive Media Development, Web Design & Implementation, Beginning Japanese I & II
	Dean's List: Fall 2016 and Spring 2017

Skills	**Programming Languages:** C#, Java, Python, HTML/CSS
	Software: Microsoft Office, Microsoft Visual Studio, Microsoft Visual Studio Code, Eclipse, Unity3D, Adobe Photoshop, Adobe After Effects, Vegas Pro, Autodesk Inventor, Autodesk Maya
	Other: Teamwork, Communication, Teaching, Child Supervision

Projects

- **Producer/Programmer** for E.C.H.O in Music Game Jam, created in Unity3D
- Random Generation and FPS Demo, created in Unity3D
- **Architect Programmer** for GDAPS II 2D Platformer project, created in Monogame
- **Lead Designer/Programmer** for TimeLock, a 2D Rogue-like game, created in GameMaker: Studio

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

Volunteer at **Stratford Recreation Department** | June 2011 - August 2015
- Supervised Children ages 7-15