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NATE SCHICKLER

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EDUCATION

Cornell University
College of Arts and Sciences Class of 2019
BA in Information Science
Minor in Business
Minor in Real Estate

Mira Costa High School
Class of 2015

RELEVANT COURSEWORK

Obj-Oriented Programming & Data Structures
Intermediate Design & Programming for the Web
Communication & Game Development
Intro to Game Architecture
UNIX Tools and Scripting
C++ Programming
Operating Systems
Practicum in Operating Systems

Intro to Microeconomics
Marketing Principles
Intro to Management
Financial Accounting
Discrete Structures
Linear Algebra
Calculus I, II
Statistical Theory & Application

ACTIVITIES & HONORS

President, Recruitment Chair, Webmaster, Beta Charge of Theta Delta Chi, 2016 - 2017
As President, formed internal Judicial Board, implemented highly efficient system for scheduling and administrative documents, handled business with alumni and other organizations, lead all meetings, etc. As Recruitment Chair, created all promotional materials such as quarter cards, t-shirts, and more for FA '16, SP '17, FA '17 recruitment. Planned and directed activities and events with recruitment co-chair. Recruited the largest fall pledge class in the house's history (since 1870). As Webmaster, created new house website.

Open Source Software Contributions
libGDX, Pokemon Go Java API, mips-interpreter etc.

Programmer, Beach Cities Robotics, 2014-2015
Wrote Java robot code; most code contributions

Advanced Placement Scholar with Distinction

Grammy Signature School Gold Award, 2014

Tri-M Music Honors Society Lifetime Member

California Scholarship Federation, Life Member

SKILLS

Programming
C, Java, PHP, Javascript, HTML, CSS, Bash, GLSL, Kotlin, MIPS32

Libraries, Tools, APIs, Etc.
Three.js, jQuery, Bootstrap, libGDX, Box2D, Gradle, Maven, Java Native Access, Google Protobuf

Programs
JetBrains Suite (IDEA, WebStorm, CLion, PyCharm), Git, Eclipse, MAMP, VS Code, LaTeX

Operating Systems
macOS, Windows 10, Ubuntu Server, CentOS, Raspbian

Adobe Creative Cloud
Photoshop, Dreamweaver, Illustrator, etc.

PROFESSIONAL EXPERIENCE

Resource Employee, University of Southern Californa Dornsife Technology Services, 2017
Solved technology problems for students, administrators, and professors.

Lead Designer, SmokeStack Games, *Division 12*, 2015-2016
Provided all design documents, concept art, and art assets.
Did Animation, UI, and particle effect programming in Java using libGDX with Box2D.
Accepted into and presented at 2016 Boston Festival of Indie Games at MIT.

Ambassador, Manhattan Beach Ambassadors Program, 2014 - 2015
Represented the city, local stores, and restaurants; provided valuable feedback to businesses and the city via interactions and observations of tourists and visitors. Program expanded after leaving due to successful research and positive reception from the city and participating businesses.

CEO, Sourbyte LLC, 2013 - 2014
Recruited and organized members (artists, programmers, and musicians), worked on game design and programming.