



NATE SCHICKLER

605 8th Street
Manhattan Beach, CA 90266

email:

njs59@cornell.edu

phone:

(310) 874-4441

github:

github.com/zeladada

website:

nateschickler.me

EDUCATION

Cornell University

College of Arts and Sciences '19

BA in Information Science

Minor in Computer 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

Database Systems

Intro to Microeconomics

Marketing Principles

Intro to Management

Finance

Financial Accounting

Discrete Structures

Linear Algebra

Calculus I, II

Statistical Theory &

Application

Networks

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 - '17 recruitment. Planned and directed activities and events with recruitment co-chair. 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, SQL, Bash, GLSL, Kotlin, MIPS32

Libraries, Tools, APIs, Etc.

Three.js, jQuery, Bootstrap, libGDX, MySQL, 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 California 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.