

Nathan Glick

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Address: 145 Gem St, Stratford, CT 06614

Education **Rochester Institute of Technology**

Master of Science in Game Design & Development, received May 2021

Bachelor of Science in Game Design & Development, received May 2021

Undergraduate GPA: 3.7 / 4.0, Graduate GPA: 3.77 / 4.0

Study Abroad in Kyoto & Tokyo, Japan (Japanese Game Industry), May 2018

Skills

Programming Languages: C/C++, C#, HTML/CSS, JavaScript, TypeScript, Python, Lua, Rust

Software: Microsoft Visual Studio, Microsoft Visual Studio Code, Unity, Unreal Engine, Git, Perforce, Mercurial, Adobe Suite

Libraries/Other: PS4, .NET, Box2D, OpenGL, Node.js, Vue.js, React, MySQL, MongoDB, WPF

Experience

Associate Gameplay Programmer at Hi-Rez Studios | August 2021 - Present

- Gameplay Programmer for Smite / Titan Forge Games
- Unreal Engine 3, C++, UnrealScript

Gameplay Programming Intern at Hi-Rez Studios | Jun 2021 - August 2021

- Worked on gameplay programming for Smite

Teaching Assistant at Rochester Institute of Technology | Aug 2018 - May 2021

- Worked as a teaching assistant for Data Structures & Algorithms for Games & Simulations I and II, a series of classes that teach students important programming concepts for games in C/C++.

Software Engineering Intern at APS Technology | Jan 2019 - Aug 2019

- Primarily developed data displaying software for oil drilling 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.

Capstone Project **X-iled**

- 3D Action Rogue-like with a card-based combat system
- Unreal Engine 4
- AI, Tools, and Gameplay Programmer
- Researched Using AI for Game Balance
- <https://razeki.itch.io/x-iled>