

Nathan Glick

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Address: 145 Gem St, Stratford, CT 06614

Education **Rochester Institute of Technology**

Bachelor in Science for Game Design & Development, expected May 2021

Undergraduate GPA: 3.64 / 4.0

Master in Science for Game Design & Development, expected May 2021

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

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

Experience **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.

Teaching Assistant at Rochester Institute of Technology | Aug 2018 - Dec 2018

- 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.

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.

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>

JS Quadtree

- 2D Simulation / Tech Demo for destructible environments. Written in JavaScript
- <https://people.rit.edu/~nxg9997/fun/>