

NATHAN GLICK

GAMEPLAY PROGRAMMER / SOFTWARE ENGINEER

EXPERIENCE

Hi-Rez Studios - Alpharetta, GA / Remote

Gameplay Programmer, 08/2023 to 10/2024

Associate Gameplay Programmer, 08/2021 to 08/2023

Gameplay Programming Intern, 06/2021 to 08/2021

- Developed character abilities, game modes, and items.
- Worked closely with various departments, including: design, art, and animation to ensure high-quality releases.
- Regularly reviewed code submitted by peers to maintain code readability and standards.
- Unreal Engine 3 (Smite 1)
- Unreal Engine 5 (Smite 2)
- **(SMITE 1) Primary Developer for:** Atlas, Lancelot, Martichoras, Charon, Bake-Kujira, Bastet, the Item Recipe System, etc.
- **(SMITE 2) Support Developer for:** Thanatos and Amaterasu

Rochester Institute of Technology, RIT - Rochester NY

Teaching Assistant, 08/2018 to 05/2021

- Assisted in teaching introductory and intermediate programming classes in C/C++.
- Regularly graded and reviewed students' assignments.

APS Technology - Wallingford, CT

Software Engineering Intern, 01/2019 to 08/2019

- Handled scripting tasks for debugging and automation
- Developed Graphical User Interfaces to help view and modify data from oil drilling tools.

EDUCATION

Master of Science, Game Design & Development, 05/2021

Rochester Institute of Technology - Rochester, NY

- Capstone Project: "X-Iled". AI & Gameplay Programmer. Worked on creating the systems for procedural generation as well as enemy AI behavior. Made in Unreal Engine 4.
- Research Project: AI for Game Balance. Researched ways in which one could use AI algorithms to automatically balance a complex game.

Bachelor of Science, Game Design & Development, 05/2021

Rochester Institute of Technology - Rochester, NY

- Study Abroad: Tokyo & Kyoto, Japan, Japanese Game Industry

CONTACT

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WEBSITES

- www.nathanglick.com
- www.linkedin.com/in/nathan-glick/

SKILLS

Languages

- C/C++, C#, HTML/CSS, JavaScript, TypeScript, Python, Rust, Lua

Software

- Unreal Engine, Unity, Microsoft Visual Studio, JetBrains Rider, Jira, Git, Perforce

Other

- Blueprints, PlayStation, MongoDB, SQL

PROJECTS

Custom Game Engine

- Written in C++ using SFML/OpenGL for graphics and asset loading
- Built using a custom Entity-Component System and Game Object Scripting System
- Fully Playable 2D RPG Prototype Created