

Nathan Hales

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Summary

I'm a goal-oriented designer that's highly adaptable, detail oriented, and open-minded.

Skills and Experience

Software: Unity 3D game engine, Unreal Engine 4 game engine, Maya 2018, Adobe premiere, Adobe Photoshop, Adobe After Effects, Microsoft Office (Word, Publisher, Excel, PowerPoint)

Technical Skills: Concept and design documents, Paper and Digital prototyping, rapid prototyping, Event Scripting, Object modeling, Lighting, Narrative Design, AI Tuning, Level Design, Virtual Reality, Agile Methodology

Programming/Scripting Language: C#, C/C++, JavaScript, Unreal Blueprints, Lua

Source Control: TortoiseGit, SourceTree, GitHub, Perforce

Work Experience

The Origin VR | Game Designer
Los Angeles, CA

May 2019 till Present

• Design and implementation of player, game mechanics, and tutorials for VR projects.



Change Lab | Lead Game Designer
Los Angeles, CA

Oct. 2018 till Present

• Prototyped, Organized, problem solved, and iterated on designs and documentation.



New York Film Academy | Game Design TA
Burbank, CA

June 2018 till Sept. 2018

• Assisted students with scripting functionality and systems design in various projects for a summer High school outreach program.



Student Projects

ShockOverload | Level & System Designer, Lead Programmer

Unity 3D/C#

- Developed a Procedural level creation system and 12 unique Weapon for player interaction.
- Designed and implement 60% Player and AI Interactions.
- Collaborated to in conceptualization, prototyping, and Implementation.

Steampunk Goliath | Concept Designer, Lead programmer

Unity 3D/C#

- Enhanced code functionality and efficiency for 50% of AI and scripted events systems.
- Assisted in 80% of code problem solving and algorithm formulation.

Education

New York Film Academy – Burbank, CA

Graduated, 2018

Bachelor of Fine Arts, Game Design



Course work Included: 3D modeling, Game Marketing and Publishing, Game Coding with C#, Unity Game Development, Narrative Design, and Level Design.