

Nathan Hales

Los Angeles, CA | (480)374-9736 | Email: halesnate5@gmail.com | Play my games at: <https://nathanhales.com>

Objective

I have lead projects as designer and programmer and collaborated with both artist and programmers. Seeking work on a passionate game industry team as a Game Designer.

Professional Experience

LEAD GAME DESIGNER / CHANGE LAB / OCTOBER 2018 - PRESENT

- Managed task assignments using Trello for the design team.
- Worked directly with other departments such as art and programmers to refine communication.
- Collaborated with Team members balance designs and resolved scripting bugs in Engine.



Other Game Projects Experience

STEAMPUNK GOLIATH / SPRING & SUMMER 2018 / UNITY ENGINE/C#

Role: Lead Programmer & Concept Designer

- Established a streamline method of data management to improve code reusability and production.
- Managed collaboration between art, design, and programming teams to strengthen the games vision.
- Implemented and maintained core gameplay tool like the game manager.

DUNGEON BASH / FALL 2017 / UNITY ENGINE/C#

Role: Gameplay Programmer & Game Designer

- Designed and Prototyped menus, player abilities, and game flow.
- Operated dozens of separate playtests focused on mechanics and user experience.

SHOCK OVERLOAD / SUMMER 2017 / UNITY ENGINE/C#

Role: Lead Programmer & Concept Designer

- Designed and balanced over a dozen player abilities, hazards, and weapons.
- Implemented procedural gameplay systems and scripted event triggers in engine.

FLAMING BUBBLE BOY / FALL 2016 / UNITY ENGINE/C#

Role: Game Designer (Gameplay Scriptor)

- Developed environmental puzzles and implemented in game utilizing c#.

Education

BFA in Game Design / New York Film Academy

Graduated, September 2018

**NEW YORK
FILM
ACADEMY**

Skills & Abilities

Programming:

- C#
- C/C++
- JavaScript
- Unreal Blueprints

Tools/Software:

- Git
- Perforce
- Maya
- Blender
- Photoshop
- Unreal Engine 4
- Unity Engine
- Microsoft Office Suite

Design:

- Level
- Systems
- UI
- User Experience