

NATHAN HALES, GAME DESIGNER

Play my games at <https://www.nathanhales.com>

OBJECTIVE

I have lead semester long student game projects as a programmer and designer. Seeking work on a passionate game industry team as a Game Designer.

SKILLS

- **Coding Languages:**
 - C#
 - C/C++
 - JavaScript
 - UE Blueprints
- **Tools:**
 - Unity
 - Unreal Engine
 - Maya
 - Blender
 - Photoshop
 - Jira
 - Confluence
- **Design:**
 - Systems
 - UX
 - UI
 - Level
 - AI
- **Source Control:**
 - Perforce
 - Git

PROJECT EXPERIENCE

LEAD PROGRAMMER / CONCEPT DESIGNER [STEAMPUNK GOLIATH](#) UNITY/C# SUMMER 2018

- Established a streamline method of data management to improve code reusability and production.
- Managed AI creation along with environmental scripting and player input for three extension boss encounters.
- Implemented and maintained core gameplay tool like the game manager.

GAMEPLAY PROGRAMMER / GAME DESIGNER [DUNGEON BASH](#) UNITY / C# SUMMER 2018

- Designed and Tested over 30-character abilities and weapons.
- Formulated an endless leveling system with a rising experience cap.
- Implemented over 20 unique monster statistics for combat encounters.

LEAD PROGRAMMER / CONCEPT DESIGNER [SHOCK OVERLOAD](#) UNITY / C# SUMMER 2018

- Designed and Implemented weapons, traps, and turrets.
- Implemented player death state trap operation and respawn system.
- Programmed procedural level creation and camera systems.

GAME DESIGNER / SCRIPTER [FLAMING BUBBLE BOY](#) UNITY / C# SUMMER 2018

- Built over 20 props and textures.
- Programmed event systems throughout all levels.
- Formed prototypes for combat and environmental puzzles.

UI DESIGNER / SCRIPTER [FOR THE BEARD](#) UNITY / C# SPRING 2016

- Designed and programmed UI for menus including level selection, results screen, pause menu, and the main menu.

GAME DESIGNER / SCRIPTER [CHERRY BOMB](#) UNITY / C# FALL 2015

- Designed and implemented AI functionality.
- Programmed a dynamic difficulty adjustment system.

EDUCATION

New York Film Academy Burbank, CA
Bachelor of Fine Arts, Game Design Graduated Sept. 2018

VOLUNTEER EXPERIENCE OR LEADERSHIP

- International Game Developers Association (IGDA), Member.
- International Game Developers Association (IGDA), GDC Volunteer
- Electronic Entertainment Expo, LA Live Backstage Assistant

REFERENCES

John Zuur Platten, Creative Director Niantic Labs (Pokémon Go)
Andy Ashcraft, Level Designer SIE Santa Monica Studio (God of War)



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