

Nathan Hales, Game Programmer

Los Angeles, CA
Play my games at <https://www.nathanhales.com>

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Objective

I have lead semester long student game projects as a programmer and designer. Seeking work on an A-list game industry team as a programmer.

Education

New York Film Academy Burbank, CA
Bachelors of Fine Arts, Game Design Sept. 2014

Skills

- ◆ **Programming:** C#, C++, Javascript, UE Blueprints
- ◆ **Programs:** Unity, Unreal, Maya, Blender, Photoshop
- ◆ **Design:** Systems, UX, UI, Level
- ◆ **Source control:** Github, TortiseGit, SourceTree

Game Programming Experience

Steampunk Goliath Summer 2018
Lead Programmer Unity / C#

- 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.

Dungeon Bash Fall 2018
Gameplay Programmer Unity / C#

- 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.

Shock Overload Summer 2017
Lead Programmer Unity / C#

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

Flaming Bubble Boy Fall 2016
Gameplay Programmer, 3D Environment Artist Unity / C#

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

For The Beard Spring 2016
UI & AI Designer, Gameplay programmer Unity / C#

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

Cherry Bomb Fall 2015
Gameplay Programmer, Systems Designer Unity / C#

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

Other Experience

- International Game Developers Association (IGDA), Member.
- Gaming Club, president at New York Film Academy.

References

John Zuur Platten, Creative Director Niantic Labs
(Pokémon Go)

Andy Ashcraft, Level Designer SIE Santa Monica Studio
(God of War)