

Nate Park

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EXPERIENCE

Sledgehammer Games, Foster City, CA — Gameplay Programmer
Call of Duty: WWII Nazi Zombies, May 2016 - Present

- Collaborate daily with game designers, animators, audio designers, UX designers, QA, production, and engineers in-house and external
- Implemented gameplay features and UI in both script and engine
- Expanded debug visualization and cheat codes for improved testing

Treyarch Studios, Santa Monica, CA — Engineering Intern
Call of Duty: Black Ops III, May - August 2014

- Extended in-game material debug tools to work with multiple decals
- Added level editor features to ensure a consistent experience, including a graphics driver updater and a diagnostic screenshot tool

STUDENT PROJECTS

WABOOM, First-Person Shooter
www.parknathan.com/waboom, August - December 2015

- Worked on gameplay, graphics, networking, and UI
- Modeled and textured all art assets and blocked out every level

Desert Duel, Fighting Game (solo project)
www.parknathan.com/desert-duel, May - August 2015

Remnants, Real-Time Strategy
www.parknathan.com/remnants, August 2014 - April 2015

- Built an alpha composited, lit particle system with hot-loaded materials
- Created a menu in Maya to preview models in engine

Temple of the Water God, Puzzle Platformer
www.parknathan.com/temple-of-the-water-god, August 2012 - April 2013

- Awarded Best Sophomore Technology for fluid dynamics
- Optimized physics and gameplay queries with a dynamic AABB tree
- Designed a data-driven UI with copious amounts of animation tweening

EDUCATION

DigiPen Institute of Technology, Redmond, WA
August 2011 - December 2015

- Bachelor of Science in Real-Time Interactive Simulation

TECHNICAL SKILLS

- Gameplay Programming
- Artificial Intelligence
- 3D Math
- UI Programming
- Telemetry
- Computer Graphics
- Skeletal Animation
- Networking
- Tools
- Physics
- Prototyping

PLATFORMS

- Windows
- PlayStation 4
- Nintendo DS
- Xbox One
- Linux

PROGRAMMING LANGUAGES

- C / C++
- Lua
- Gsc
- HLSL / GLSL
- Perl

BONUS POINTS

- Origami master
- Succulent grower
- Taekwondo practitioner
- Vim evangelist