

# Nathaniel G. Blair

Portfolio: <https://nathaniel-blair.com>

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## Skills

- Unity: 4 years
- C#: 4 years
- C/C++ : 3 years
- HTML/CSS, React Native experience
- Tools: Gerrit, Visual Studio, Git
- Full stack development: 3 years.
- Agile and Scrum development methodologies
- Cloud development and deployment process

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## Work Experience

**Front End Developer/Gameplay Programmer Intern** – May 2017 to October 2017

**Amplify** – Brooklyn, NY

Part of a team aimed at creating a set of supplemental educational tools and games to help young readers. Prototyped proofs of concept for different games then transitioned into production of the best prototypes for polished games.

Achievement Highlights:

- Created 6 prototypes independently in first 2 months for different games in Unity.
- Polished 2 prototypes for release with beta product. 1 in React Native and 1 in Unity.
- Scrum Master for cross-discipline team of 7. Led Stand-up every morning and Sprint Planning every other week.
- On-boarded 3 new front end/gameplay developers with development processes.
- Product Description: <https://www.youtube.com/watch?v=CriKJ4VvIUa>

**Full Stack Software Engineer: Cloud Applications** -- August 2014 to May 2017

**Hewlett Packard** – Boise, ID (Remote Worker)

Developed a cloud platform for secure printing and other applications aimed at small to medium businesses.

Achievement Highlights:

- Broke monolithic software application into smaller packages and deployed in a micro-service architecture.
- Created new REST API to dynamically add offerings to app-store like solution.
- Implemented robust, scalable work processing pipeline with RabbitMQ cluster on enterprise-level system.
- Increased Jasmine test coverage on front end system from 60 percent to 95 percent on all files.

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**Personal Projects – See portfolio for more projects**

### Unity Game Development

- **Title:** *Mytholypics*      **Role:** Gameplay Programmer      **Duration:** October 2017 to Present      **Team Size:** 4  
**Description:** 2-4 Player couch co-op party game where Greek gods battle in a variety of minigames. Created 3 of the minigames, custom input management system, and common data carried across game.  
**URL:** <http://www.mytholypics.com/>

### Custom Engine Development

- **Role:** Engine Programmer      **Duration:** 2 months      **Team Size:** 3  
**Description:** Created a C++ PS4-PC cross platform engine for 2.5D platformer. Focused on input management, camera controls, and architecture layout.

### AI Development

- **Role:** Gameplay Programmer      **Duration:** 2 weeks      **Team Size:** 2  
**Description:** Created a multithreaded blackboard architecture AI using Reynolds behaviors in Unity. Focused on implementing the Reynolds behaviors as experts, goal oriented decision making, and overall architecture.

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## Education

**Master of Science: Game Design and Development, 2018**

**Rochester Institute of Technology** – Rochester, NY, United States

- TA for undergraduate Game Design and Development curriculum: Game Development & Algorithmic Problem Solving
- GA Research Assistance on large NSF grant funded project to compile a database of pre-college computing activities.
- 3.99/4.0 GPA

**Bachelor of Science: Mathematics, 2014**

**Washington State University** - Pullman, WA

- Minor in Computer Science
- Honors College Graduate with 3.86/4.0 GPA
- Study abroad in Oulu, Finland researching a simulation for the continuous casting melting process.