

Nathaniel Ferguson – Gameplay Programmer

Finished a successful internship at an indie studio and led a student team from prototype to publish on a 13-month project. I enjoy learning from closely meshed teams. I'm eager to ask questions and put in extra work to grow as a young developer. Bachelors in Comp Sci & Game Design [Indiana U]

Skills: [1+ Years]: Java, Python, Unreal 4 [Basic Familiarity]: C/C++, C#, Unity

HumaNature Studios – Anuheia (Google Stadia R&D Project)

2 months - **01/2020-Present**

Engineering Intern

Python, C++

- Worked using scrum, TDD, peer-review, pair programming, and contract-driven development
 - Refactored critical, unwieldy code into a readable, well-documented code utilizing defensive programming
 - Integrated with existing code base and process 2-3 weeks faster than projected by technical lead
 - Worked with the lead designer both for a smooth development pipeline and for iterating on design ideas
 - Focus on test-driven development and technical design documenting to maximize designer iteration speed
- [Executive Summary \(shareable\)](#), [Technical Approach Deck \(shareable\)](#),
[Data Sheet 2.0 Parser TDD Link \(written by me, shareable\)](#), [Anuheia Demo Video \(shareable\)](#)
[Anuheia Nightroller Enemy Game/Technical Design Document \(written by me, shareable\)](#)

Almost Infinity Games LLC – Rollossus

13 months - **01/2018-03/2019**

Team Lead, Gameplay Programmer

Unreal Engine 4

- Published on Steam and itch.io on March 1st, 2019
- Worked in Blueprints and supplemental C++ in UE4 to create code which designers could easily tune in real time
- [Designed and completely implemented player movement \(Gamasutra writeup\)](#)
- Helped design and completely implemented all four enemy types using finite state machines
- Managed a team of 10 people for 13 months, including designers, team artists, and hourly paid outsourced artists
- Created project milestones, made weekly sprints, and assigned tasks to ensure we met launch and festival dates
- Helped decide profit splits and bill splitting for team members when team formed an official LLC
- [Organized a profitable launch party with a local business \(writeup featured on GameCareerGuide.com\).](#)
- [Steam store link](#)

Skeet Shooter – Class Project

5 months - **08/2019-12/2019**

Solo Developer

C, Unix, Discovery Circuit Board

- Worked exclusively in C to interface with basic circuit board hardware
 - Worked with teacher assistants to optimize image drawing for quick rendering and zero flicker on moving objects
 - Spent the semester building up my collection of helper functions ahead of time to ensure easier development of final project
- [Video demo of project](#) [Code repository link](#)

Indiana University Residential Services & Programs

2 years - **08/2017-05/2019**

Residential Assistant

- Worked closely with 31 other staff in the 3rd largest dorm in the US in order to handle student crisis situations
- Led the effort to transition staff over to more effective communication methods
- Planned, pitched, and executed events

The Cade

7 months - **05/2019-01/2020**

Bartender

- Worked in a fast-paced environment where clear, quick communication with coworkers was key
- Monitor customers for dangerous behavior and diffuse tense situations
- Learned to work with Raspberry Pi machines to provide technical support on arcade machines
- Was trusted to be detail-oriented and to handle large amounts of money

Currently: Hawaii – **Relocation:** Anywhere, I only need to move two suitcases

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