

NATHAN HARLING

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Skills:

- Unreal 3 Editor, Matinee, Kismet. Unrealscript, C++, Java. Autodesk Maya, 3DS Max. Microsoft Office, Adobe Photoshop, Illustrator. bug tracking, source control. FileMaker Pro, Mac OS X, Windows.
 - Collaborating with wide range of personalities, incorporating feedback and criticism.
 - Familiar with 2D and 3D animation, graphic design, storyboarding, asset management, Adobe Flash, ActionScript.
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Experience:

40 Stories

Chico State Game Studios (Jan 2010 – Jun 2010)

Level Design Lead, Scripter, Game Designer

<http://www.chicostategamestudios.com/40stories/>

- **Designing** and implementing final level prototype under tight deadline with minimal supervision.
- **Leading** five level designers: teaching best practices, critiquing levels.
- **Scripting** core gameplay prototypes, puzzles, traps using **Kismet** and **Matinee**.
- Maintaining technical and **design documentation** on project wiki.
- Working with Lead Designer to **brainstorm**, **test**, and **iterate** gameplay mechanics.
- Working closely with Director, Leads, and Art Director to predict and **address asset pipeline** issues.

D.A.V.I.S.

Chico State Game Studios (Jul 2008 – Dec 2009)

Level Design Lead, Scripter, Game Designer, Asset Manager

<http://www.chicostategamestudios.com/davis/>

- **Designing**, **scripting**, **lighting**, and **testing** 3D levels.
- **Leading** four level designers: teaching best practices, critiquing levels.
- **Scripting** puzzles and environmental features using **Kismet** and **Matinee**.
- Working on a six person creative team to establish backstory, characters, quests, themes, and UI design.
- **Writing** and design documentation: dialogue, flavor text, level flow.
- Working closely with Director, Leads, and Art Director to **improve** the asset pipeline.

Alpha Lounge

Academic Project, CSU Chico (Dec 2007 – May 2007)

Game Designer, Programmer

<http://www.chicostategamestudios.com/VideoGameProduction/AlphaLounge.html>

- Working in a team of four to **brainstorm**, **prototype**, and **implement** a networked, multiplayer game in 15 weeks. Met all milestones while iterating based on **playtest** feedback.
- **Implementing** UI elements and particle effects in C++ using Haaf's Game Engine.

GDC Conference Associate

GDC San Francisco (Annual 2007 – 2010)

- Selected to assist attendees and help facilitate events at the Game Developers Conference.

Office Assistant

CSU Chico (Feb 2006 – Mar 2008, Mar 2009 – Jun 2010)

Database Designer, Data Entry, Clerical Duties

- Soliciting requirements, designing, and maintaining complex relational databases.
 - Researching new technologies to reduce overhead costs and training non-technical users.
 - Providing service and assistance, including technical support, to academic professionals and the public.
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Education:

Bachelor of Science, Applied Computer Graphics

(Fall 2003 – Spring 2010)

California State University Chico (Chico, California)

Cumulative GPA: 3.88

- Minors: Communication Design, Japanese
- Two semesters abroad at Chukyo University in Nagoya, Japan.

Summa Cum Laude

Honors in General Ed.

References available upon request.