Nathan Prestidge

GAME DESIGNER & PROGRAMMER

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Overview

A highly motivated and skilled game design professional with a strong academic background and a GPA of 6.8. Proficient in programming languages, graphic design, and 3D modeling, with a passion for creating innovative and high-quality projects. Experienced in using industry-standard management frameworks and delivering exceptional results in collaborative and deadline-driven environments.

Seeking a challenging role in game development where I can leverage my technical skills and creative abilities to contribute to groundbreaking projects. Eager to apply my expertise to produce outstanding results and advance my career in a dynamic and supportive setting.

Technical Skills

- Game Engines: Extensive experience with Unity; familiar with Unreal Engine.
- Programming Languages: Proficient in C#, JavaScript, Python, and Lua.
- Platforms: Developed for a variety of platforms, including PC, mobile, and virtual reality.
- Graphic Design & Texturing: Expertise in Photoshop and Substance Painter.
- Design & Documentation: Skilled in producing professional documentation and design diagrams, including storyboards, level top-downs, and design documents.
- 3D Modelling: Proficient in Maya and Blender.

Experience

Queensland University of Technology | Game Design Studies   **2022 - 2024**

- Worked on numerous high-quality projects over a multitude of genres, including first-person shooters, platformers, text-based adventures, VR, multiplayer and educational games.
- Experience working with precise guidelines and completing deliverables within a strict timeframe.
- Repeated involvement with industry partners, specifically working with clients to meet deadlines while under various restrictions (e.g. NDAs).
- Accustomed to industry standard management frameworks (e.g. Scrum / Agile methodology) and associated software (e.g. Jira, Excel, etc.).

Consortium QLD | Accounts Payable Clerk   **2021 - 2023**

- Maintained high standards of accuracy and attention to detail, crucial for managing the financial operations of multiple venues with varying expenses.
- Communication between numerous distinct operations to ensure productivity, working effectively with colleagues with a diverse array of specialties and backgrounds.
- This experience developed my ability to manage data efficiently and reinforced the importance of precision in documentation, skills that are transferable to roles requiring meticulous attention to detail and systematic data management.

Education

Bachelor of Games & Interactive Environments, QUT   **2022 - 2024**

6.8 GPA | Major: Game Design | Minor: Software Technology

References available upon request.