Nathan Otis

Contact

nathaneotis@knights.ucf.edu ✉
850 - 933 - 3353 📱
Orlando, Florida 32817 🏠
www.linkedin.com/in/nathan-otis 💼
https://notis404.github.io/ 🖥

Experience

Gameplay Engineering Intern | May 2021 – Present

Limbitless Solutions, Orlando, FL

- Implemented **third party hardware and dependencies** within the Unity engine for features such as eye tracking or EMG sensor controllers
- Automated content creation by designing **editor tools** in **C#** that assist our team in creating and managing game assets
- Integrated a **Google Firebase** project to create an in-game level editor that utilizes Google **authentication services and databases** for user management and saving/loading levels

Programming Instructor | July 2021 – October 2021

Code Ninjas Waterford Lakes, Orlando, FL

- Expanded STEM education access by teaching K-12 students how to create video game prototypes in Scratch and **JavaScript**
- Cultivated **accessibility** by designing and tailoring lesson plans for students needs as they arose

Projects

ELLE-Oh (Senior Design Project) | Aug 2021 – Present

Backend Developer and Gameplay Programmer

- Formalized backend connection between the **Unity** application and the **Python Flask** web application for two language acquisition games in **C#**
- Diagnosed and solved development issues resulting from work across previous iterations of the project

Dungeon Run (Full-Stack React Application) | Aug 2021 – December 2021

Backend Developer

- Designed and implemented a game in **JavaScript** that utilized a **MongoDB database** for user data storage
- Developed **API endpoints** using **JavaScript** for database calls within the game

Simple Contact Manager Application | Aug 2021 – September 2021

Backend Developer

- Devised a simple contact manager application using **entity relationship diagrams** and **use case diagrams**
- Implemented a **MySQL** database for data storage and **API endpoints** using **PHP** for all data calls

Education

University of Central Florida

Senior
Major: Computer Science
Distinctions: Burnett Honors Scholar, Provost Scholarship Recipient

Organizations

Game Development Knights at UCF

Member | Jan 2021 – Present

- Participated in both the Spring and Summer 2021 Game Jams and gained insight on work as a development team under a strict time constraint

The Improv Academy UCF

Events Coordinator, Teacher | Aug 2019 – Present

- Involved in the planning and execution of events for the club as an officer
- Taught creative and quick-thinking skills to others as a teacher

Technical Skills

Languages

- C#
- Java
- C
- C++
- SQL
- JavaScript
- Python
- HTML/CSS

Game Engines

- Unity
- Unreal Engine 4

Source Control

- Git
- Plastic SCM