NATHANIAL BENTON

GAME & SOFTWARE DEVELOPER

Self-taught software engineer and game developer with over fifteen years of experience. Committed to writing clean and functional code, has taught himself multiple programming languages as well as Unity and Unreal. Detail-oriented and organized, proficient at prioritizing and allocating resources to meet demanding objectives in dynamic environments. Exceptionally dedicated professional with impressive communication, organizational, and relationship-building skills.

PROFESSIONAL EXPERIENCE

INDEPENDENT GAME DEVELOPER   2007 – PRESENT
FATED PRODUCTIONS / CURSEDTOAST GAMES   **KALAMAZOO, MI**

- Designing and developing all gameplay aspects of various independent titles in Unity.
- Establishing the creative approach, creating game episodes, characters, plots, and dialogue, creating immersive narratives, and shaping a unique in-game world.
- Programming UIs, mechanics, components, scripted events, movement, combat dynamics, custom toolsets and additional game elements to craft a compelling experience.
- Conducting comprehensive testing and QA, cleaning up code, and creating bug fixes.

SOFTWARE DEVELOPER   2021 – 2022
NATIONAL TABLE GAMES   **REMOTE**

- Directed and produced the end-to-end development of a VR app for virtually attending sports events.
- Created and maintained efficient, reusable, and dependable code, working in a dynamic agile environment.
- Developed prototypes for critique feedback, leveraging findings to refine the design.
- Partnered with team members in identifying and sourcing necessary assets, cameras and other resources for production.
- Deployed, and maintained web servers to support daily operations.
- Troubleshot code and fixed bugs and technical issues, continuously polishing the design and improving the app to provide an immersive user experience.

TECHNOLOGY SERVICES SPECIALIST   2016 – 2018
GREENLEAF HOSPITALITY GROUP   **KALAMAZOO, MI**

- Worked on a strong IT team that supports customers across three different sites, ensuring efficient IT operations.
- Acted as a point of contact for technical questions and issues for a large user base, providing prompt and decisive resolutions to minimize downtime and ensure efficient operations.
- Orchestrated various upgrade and implementation projects, defining roadmaps and schedules, allocating assets and resources, and delivering within scope without exception.
- Researched and identified new technologies, and pioneered novel systems and tools, transforming the infrastructure.
- Provided ongoing guidance, mentoring, and support to new hires and junior team members, driving continuous team development.

REMOTE IT & BUSINESS DEVELOPMENT   2012 –2016
DEGICA   **REMOTE**

- Orchestrated the launch of the RPG Maker software series on Steam, delivering $10M+ in revenue.
- Planned and executed the successful RPG Maker launch on store shelves and Amazon in North America, further enhancing sales.
- Shaped the overall product strategy, gathering customer feedback to uncover product quality gaps, partnering with the software team in developing resolutions.
- Deployed and managed key web servers and services, including e-commerce and forums with 80K+ users, sustaining 99.9% uptime throughout tenure.
- Wrote PHP modules to extend application functionality, such as file downloads being served over Amazon S3, software license key generation, and accounting.
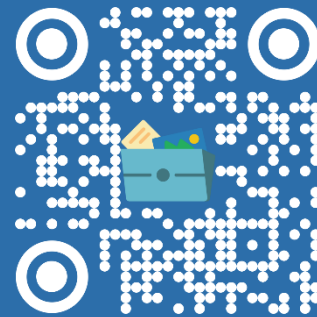
Contact

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- in/natebentondev
- 📍 Kalamazoo, MI

CORE AREAS

- Custom Editor Tools
- Version Control
- 2D & 3D Animation setup
- Agile Methodologies
- Game Development
- Object-Oriented Programming
- Project Management
- Prototyping
- SDLC Methodologies
- Testing & QA
- Troubleshooting and Debugging
- UX/UI Design

EDUCATION

- **GameDevHQ | 2020**
  Completed 8-week intensive program focusing on advanced Unity and C#

TECH SKILLS

- **Programming:** C#, C++, SQL, PHP, Python, Ruby
- **Database:** MySQL
- **Engines:** Unity, Unreal, GameMaker Studio 2
- **Tools:** Git, SVN, MS Office, G Suite, VMWare, Jetbrains Rider, Visual Studio
- **OS:** Linux/UNIX, Windows OS, Windows Server

PROJECTS

- **Hypermnesia,** VR Horror Game
- **EXIT,** First Person Puzzle Game
- **Destroy the Core,** VR Shooter
- **RPG Database,** Custom Toolset
- **Platformer,** 2D Game
- **Speedrun Timers,** Various Games