



nathanrowell@hotmail.co.uk



Peterborough, United Kingdom

## SKILLS

PROBLEM SOLVING  
ARTIFICIAL INTELLIGENCE  
GAMEPLAY PROGRAMMING  
PROCEDURAL CONTENT GENERATION  
PHYSICS SIMULATION 2D/3D  
C#  
C++, (14,17)  
JAVASCRIPT  
DEBUGGING & OPTIMISATION  
OPEN GL  
NVIDIA PHYSX SDK  
SQLITE  
UI/UX  
DATA STRUCTURES / ALGORITHMS  
DEVELOPMENT PROCESSES/PRACTICES  
OBJECT ORIENTED PROGRAMMING

## SOFTWARE



Unity - 5 Years



Visual Studio - 7 Years



Unreal Engine - 2 Years



CryEngine - 4 Months



Git - 3 Years



Android Studio - 2 Years



Wordpress - 1 Year



Slack - 7 Months

# Nathan Rowell

## Games Programmer / Application Developer

### About Me

I graduated in 2018 with an 2:1 in Games Computing. Since leaving University last year, I have focused on building upon my skillset, working on my strengths and developing my understanding of professional practices. I am both flexible and dependable in addition to being used to working in a fast paced working environment writing readable code to a high level of quality.

I specialise in frontend and gameplay programming with a keen interest in AI systems, physics programming and procedural generation methods. I enjoy spending my spare time researching and experimenting with different game engines and libraries.

My passion for games helped me through my time at university and constantly keeps me motivated and able to approach new problems with a positive mindset. I love stepping up to a challenge and I aim to be a part of a company that helps me further develop my skills and encourages creativity within an environment with other like-minded people.

### Education

#### Games Computing Bsc(Hons)

University of Lincoln  
Upper-Second Class Degree  
Graduated 2018

Procedural Content Generation: 78%  
Game Design : 72%  
Advanced Games Programming: 71%  
Programming and Data Structures: 71%  
3rd Year Project/Dissertation: 68%  
Cross-Platform Development: 64%  
Physics Simulation: 61%  
Mobile Computing: 60%  
Human-Computer Interaction: 60%

### Experience

#### Application Developer

Jan 2019 - Present

Escape Fitness Ltd. | <https://escapefitness.com/>

Using Unity 3D, I am the solo programmer developing the 'Octagon Configuration Tool' or 'OctApp'. A program designed with the purpose of producing real time visualisations of exercise frame configurations, allowing for the modification and creation of fitness frames.

My responsibilities include implementation, documentation and liaising with co-workers to obtain the necessary assets and information regarding the vast array of products within the company and managing specific aspects of the project myself. I also monitor, archive and maintain the development process of the app through Jira and Slack. My employment at Escape has really helped me improve my core programming and communication skills in addition to helping me adapt and react quickly within a professional working environment.

#### Customer Manager

Oct 2018 - Dec 2018

RSAGroup | <https://www.rsagroup.com/>

A temporary role in which I redirected customer calls and responded to queries regarding insurance claims. I also aided in testing out and refining the RSA switchboard system since I was the first to trial the new systems being implemented by providing feedback and working alongside those developing the systems and the rest of the claims teams. This experience provided me with some experience in QA and data collection that has really helped me in reviewing my own work.

### Articles / Publications

27th March 2019

#### Tilemapping - Generating Isometric and Hexagonal Tilemaps.

<http://www.researcharcade.com/blog/games-development/tilemapping-generating-isometric-and-hexagonal-tilemaps/>

Please Check out my work on my Portfolio at:

**Whalarr.co.uk**