

Nathan Lembo

919-272-6571 | nathanphilembo@gmail.com | portfolio <https://nlembo-gamehub.github.io/>

Objective

As a gameplay programmer I create interactive experiences for players within environments and provide life to game worlds through events and interactions with additional skills in game design and level design.

“The world is full of fun, we just need to use its tools to experience it”

Job Experience

TRIANGLE ESPORTS ACADEMY INTERNSHIP | ROBLOX STUDIO | AUGUST TO DECEMBER 2022

A fall internship at Triangle Esports Academy where I created lesson plans teaching Programming, Level Design, and Game Design in Roblox

- Created a 4-5 Lesson long curriculum in which students go from learning the basics of Roblox to coding an obstacle course
- Made Power-point presentations and videos to teach students and help future instructions in learning Scripting and Programming in Lua
- Worked with fellow interns on a 1hr Coding Camp for “Black Girls Code” to teach the basics of Unity and C# Scripting

WILLIAM PEACE UNIVERSITY VR WELCOME CENTER | MADE IN UNREAL ENGINE 4 | JULY 2022

A Summer internship VR Project where I worked on and finished a Spring Semester project I and other students were developing for William Peace University’s Marketing team

- Created a 3D space of the William Peace University Welcome Center for VR
- Programmed interactions through U.I. and object interactions with Blueprinting
- Streamlined Actors and UI to be editable for Level & Game Designers
- Presented Project at ECGC as a student of WPU at their booth in the Expo Hall

Projects

RELIC WARS | MADE IN UNREAL ENGINE 5 | DECEMBER 2022

3D Environment Artist, Level Designer, and assistant programmer in various different areas

- Modeled trees, rocks, and props that were laid out across the level
- Created Material that used UE5’s RVT and Chaos Grass systems as well as auto-cliff material application
- Programmed most of the U.I. and made fixes to other U.I. features

APPLYING GAME DESIGN TO EDUCATION | MADE IN UNREAL ENGINE 4 | APRIL 2022

Solo Developer for William Peace University’s Senior Capstone Innovation Project

- Topic and Focus Research into Video Game Design and Educational integration
- Programmed Puzzles, Challenges, and Player Interactions with environment and objects with educational and informational teaching focuses

- Presented Project at ECGC as a guest speaker for “Game Education and Research Showcase, Part 2: Undergraduate”

NIGHTMARES | MADE IN UNITY ENGINE | JULY 2020

Project Lead and Programming Lead for Wake Technical Community College Senior Capstone project

- Organized and created project pipeline, documentation, and team meetings
- Delegated and worked with several team members on different elements of game development
- Programmed A.I. and several player interactions within game

Education

WILLIAM PEACE UNIVERSITY COLLEGE | DECEMBER 2022

Graduated with a Bachelors in Arts (BA) in Simulation and Game Design

- Developed projects and games in the Unreal Engine as an individual and with teams
- Worked projects and games as a gameplay programmer, game designer, and level designer

WAKE TECHNICAL COMMUNITY COLLEGE | JULY 2020

Graduated with Associates in Applied Science (AAS) in Simulation and Game Development

- Developed projects and games in the Unity Game Engine, Phaser, GameMaker Studio as an individual and in teams
- Went on a Study Abroad Trip in the summer of 2019 to Austria for a Business Management course

Skills & Abilities

- Programmed projects and games with C#, C++, HTML, JavaScript, CSS, Lua, Swift coding
- Gameplay programming, level design, game design, and creating team project pipelines
- Unity Game Engine, Unreal Game Engine, Phaser, Roblox Studio, and GameMaker Studio 2
- Github and SourceTree
- Worked as quality assurance and headed documentation/game design for several projects
- Maya, Blender, Substance Painter, Adobe Photoshop, Adobe Illustrator, Adobe After Effects