Nathaniel Slotnick

http://www.nslotnick.com

Phone: 818-939-9113

Email:nathaniel@nslotnick.com

Skype: nathaniel.slotnick

Skills

Engines	Scripting	Art	Development
• UDK/Unreal 3	• C#	• 3DS Max	• Agile Development
• Creation Kit	• LUA	• Photoshop	• Scrum
• Hammer	• Kismet		• MS Word
• Torque 2D	• Unrealscript		• MS Office
			• Wikis
			• Kit Based Design
			• Perforce

GAME EXPERIENCE

Group

Kraven Manor- First Person Horror/Exploration   Team of 12 Developers   8 Months
Level Designer/Scripter   UDK

- Built the Entryway, main nexus of Kraven Manor
- Built the Attic, as part of a 2 man team, a mid-game exploration/puzzle area that is trying to kill you
- Scripted in game events to provide maximum scariness
- Scripted final fight/boss encounter

*Franken Frenzy –*Casual Strategy   Team of 4 Developers   3 Months
Level/System Designer   Torque 2D

- Create a balanced Systems Design
- Build Tutorial
- Research best practices in Torque

*Assault and Batteries –*First Person Shooter Team of 6 Developers   6 Months
Level Designer   UDK

- Animated Train set piece in Matinee
- Designed level elements
- Scripted in Unrealscript and Kismet

Individual

Never Again   *The Elder Scrolls: Skyrim*   160+ Hours

- Built a quest that fits within the *Elder Scrolls* Universe
- Fleshed out the quest with scripted events
- Built and scripted a boss fight

CTF-DrowningMine   *Unreal Tournament 3*   135 Hours

- Based on the *Counter Strike* map FY-Iceworld
- Scripted generators control water level in the map; each generator that is damaged raises the water level, each generator repaired lowers the water level

City 17 TD   *Half Life 2: Episode 2*   120 Hours

- Scripted a tower defense game within a *Half Life 2: Episode 2* map
- Scripted a fully functional resource system

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PROFESSIONAL EXPERIENCE

TDK Mediactive Westlake Village, CA   Sept 2002 – March 2003
QA Tester
- Tested Xbox/PS2/Gamecube/GBA Games

New World Computing, Agoura Hills, CA   Jan 02 - April 02
QA Tester
- Tested Might and Magic IX and Heroes of Might and Magic IV.
- Tested localization for both Heroes of Might and Magic IV and Might and Magic IX in German, French, Spanish and Italian.

EDUCATION

The Guildhall at SMU   Dallas, Texas   Expected to graduate: Dec 2013
- Certificate in Digital Game Development, Specialization in Level Design

ITT Technical Institute   Oxnard, CA   Dec 2004 – Feb 2009
Digital Entertainment and Videogame Design

ACTIVITIES AND AWARDS

Best Entry: Game Design Challenge: Seuss It – Page 3
"We were thrilled to see an entry that dared to be as inventive as Dr. Seuss was in his books."
http://gamecareerguide.com/features/707/results_from_the_game_design_.php