

Nathan Marsee

Renton, WA
(425) 443-2158

natemarsee@icloud.com

Website: <https://nathanmarsee.github.io>

LinkedIn: <https://www.linkedin.com/in/nathan-marsee-826873191/>

A meticulous computer programmer, software developer, and game designer with experience leading diverse teams building technical and creative products.

Education:

Eastern Washington University

04/2022 – Present

- 3.6 GPA (current overall cumulative)
- 195 credit total
- Pursuing bachelor's degree (BS) in Computer Science
- Computer and Information Security, C and Unix Programming, Object Oriented Programming, Algorithms, .NET Programming, GPU Computing, Discrete Math, Software Development Principles, Emergent Design (Game Design)

Western Washington University

08/2020 – 12/2021

- 3.54 GPA (cumulative)
- Computer Programming (Java), Linear Algebra, Statistics, Computer Systems (memory and optimization), Data Structures, Functional Programming

Lindbergh High School

08/2016 – 06/2020

- 3.91 GPA (cumulative)
- HTML & CSS, AP Computer Science, Cyber Security

Academic Achievements:

- 6 AP classes (Award: *AP Scholar with Distinction*)
- SAT score: 1430 (98th percentile)
- Western Washington University: *Honors College*

Creative pursuits:

- Modified the code and assets of video games (console and PC)
- Developing personal game projects using Unity
- Designed and fabricated multiple professional-quality tabletop games

Professional Experience:

Intern - UW Medicine Department of Ophthalmology

2019

- Designed and developed eye-testing software (video game) using VR technology & Unity 3D Game Engine
- Populated image database for machine learning (AI)
- Supported ophthalmologists at Harborview Med. Center

Lifeguard - Lindbergh High School

2018

- Instructed young swimmers and ensured patron safety

Technical Skills:

Programming languages

- Proficient: Java, C#, C, HTML, CSS
- Familiar: Python, JavaScript, CUDA, Assembly, Racket

Software

- Microsoft Office certifications: Word (adv.), PowerPoint (adv.), Excel
- Development tools: Git, Visual Studio, IntelliJ, Unity
- Operating systems: Windows, Mac, Linux

Professional Pillars:

Leadership

- Project Manager and Lead Game Designer for Original Card Game: Led a seven-student team. Designed core rules, directed visual design, facilitated problem-solving discussions, and resolved conflicts to deliver product before its deadline.
- Project Manager and Lead Designer for Original Video Game: Led four-student developer team. Mentored and supported inexperienced members, outlined project scope, and managed GitHub repository to deliver minimum viable product.
- Head of EWU Game Club (Spokane Branch): Networked with local game stores to plan on-site events, raised funds, allocated resources, and scheduled weekly meetings.

Creativity

- At the UW Medicine's Neitz lab, volunteers struggled to remain engaged with vision experiments. To solve this issue, I developed an original Virtual Reality video game. Not only was the result fun, but my tailored visuals led to an increase in the quality of the collected data.

Extracurricular activities & achievements:

- Officer of the Gaming Club at EWU, Leader of the Spokane Branch
- Officer and Secretary of the Catalyst Action Team at EWU
- 1st place: 2018 Puget Sound Region FBLA - *Introduction to IT*