



HI I'M NATHAN DANZIGER

SOFTWARE DESIGNER & ENGINEER

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(716) - 864 - 1644

OBJECTIVE

Let's make the future fun and cool! I love working with people who have the same passion for quality and innovation that I do. My biggest goals are to make great software, and to make a lot of friends along the way.

SKILLS



Unity/C#
Programming



AR/VR
and Mobile



UI/UX Design
and Engineering



Generative AI
Prototyping

WORK EXPERIENCE

NERD NINJAS

Unity Developer (May 2022 - Present)

Helped author and execute a multimillion dollar partnership between Meta and Nerd Ninjas, in order to develop high-end content for Horizon Worlds. Worked with licensed board game IP's including Telestrations(2023) on iOS and Android. Was responsible for front and back-end C# code for key features including rewards, ads, in-app-purchases, and player progression.

HOLOS, INC

AR/VR Interaction Engineer (Aug 2021-Apr 2022)

Designed and developed VR tools, systems, and prototypes that helped this training/educational metaverse company raise over \$1.8 million from the US Air Force. Used Unity and various VR plugins to design and develop hand-tracking centric solutions for training and education.

WYZANT TUTORING

Unity/C# Tutor (2019 - 2022)

Taught Unity/C# on the Wyzant tutoring platform. Received over 150 five-star reviews. My long term students have gone on to win national awards, including second place in the Congressional App Challenge for high schoolers.

TASTY DELICIOUS GAMES

Founder, Lead Developer (2014-Present)

I developed, marketed, and sold over 25,000 copies of my own software on Steam, with an average review rating of "very positive" across more than 450 reviews. I also designed and published top-rated Steam Workshop content with over 100,000 downloads. Videos and streams of my content have generated over a million views on YouTube and Twitch. I also developed one of the first Steam games to utilize GPT-4 in 2023, in addition to releasing an "endless AI comedy show" for Twitch using the OpenAI and Hugging Face API's.

ROCHESTER INSTITUTE OF TECHNOLOGY

Teaching Assistant (2014)

Worked with Professor Jay Alan Jackson to teach an undergrad class called "Seminar in Building Song and Dance Applications". Created lectures and other learning materials to help students create rhythm games in Unity.

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY

2011-2015

Major — Game Design and Development

OTHER SKILLS

Figma • Adobe Creative Suite • Git/GitHub/Bitbucket • Azure • PlayFab • Communication • Collaboration • Game Design • Educational Software Design • Jira • Agile/Scrum • OpenAI • Hugging Face • Rapid Prototyping