

# Nathan Clune

clunegames.com • 201-214-4476 • clune.nathan@gmail.com

## Education

**Worcester Polytechnic Institute**, Worcester, MA

*August 2019 - August 2023*

- Bachelor of Arts in Interactive Media & Game Design
- Technical Art concentration (modeling, rigging, animation)

**Bergen County Technical High School**, Teterboro, NJ

*September 2015 - June 2019*

- Major Courses: Broadcast Media & Journalism, Advanced Video & Audio Production, Graphics & Web Production
- National Honor Society member in good standing for Junior and Senior years
- Responsible for capturing audio/visual footage and pictures on the AV team at a variety of events

## Projects

**Change Lab Intern**, Remote

*February 2022 - August 2022*

- Presented concepts for interactive exercises involving diversity, equity, and inclusion
- Researched the history and application of Harvard's Implicit Association Test

**Riddle Rush**, Fair Lawn, NJ

*March 2019 - August 2022*

- Designed mechanics and visuals for this series of quick mini-games
- Utilized HTML, SVG, BitBucket, Git, Adobe Animate & Illustrator
- Published finished product on my personal website as well as Apple's App Store

**Sheep's Meow Intern**, Bloomfield, NJ

*September 2018 - June 2019*

- Collaborated with designers, animators, and programmers to create web-based mobile games
- Art and level design contributor for No Body Home [www.thesheepsmeow.com/games/no-body-home](http://www.thesheepsmeow.com/games/no-body-home)

**Swipe it! - A Burglar's Quest**, Fair Lawn, NJ

*June 2013 - April 2018*

- Designed levels, mechanics, and animation for this puzzle-platformer game
- Collaborated with a programmer and sound designer to fully realize the game

## Summer Programs

**Champlain College**, Burlington, VT

*July 2018*

- Attended 4 week Game Design immersion session, culminating in 4 playable video games

**DigiPen Institute of Technology**, Redmond, WA

*July 2017*

- Participated in a 2 week intensive course, which included experience with Sculpttris and Maya

**Digital Media Academy**, New York University, NY

*July 2015 and July 2016*

- Participated in 2 week intensive courses which included experience with Unity and XCode

## Skills

**Computer Proficiency**

- Scripting: C#, Python, JavaScript
- Adobe Creative Suite: Animate, Illustrator, Photoshop, and After Effects
- 3D modeling/art tools: Maya, 3DS Max, Substance Painter, and Zbrush
- Development Tools: Unity, Unreal, Git, XCode, Atom, Webstorm