

Nathan Kriger

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TECHNICAL SKILLS

Languages & Tools: C++, C#, Blueprint, GitHub, Unreal Engine, Unity, Maya, Blender

Disciplines: Gameplay Programming, AI Systems, Level Design, Animation, Rapid Prototyping, Agile/Scrum

GAMES SHIPPED

"Escape the Devils Saloon Shootout" *Programmer / Lead Designer / Animator / Level Designer — Led 5-person team, Unreal Engine, Blueprint*

- Designed and programmed shooting, lasso and hook combat mechanics, iterating on player feedback
- Rigged and animated player characters; programmed animation, audio implementation for reactivity

"Snowfall on the Bayou" *Lead Programmer / Lead Designer / Level Designer — Led 11-person team, Unreal Engine, Blueprint, Survival extraction*

- Built parent classes for item conversion systems making complex mechanics accessible to junior devs
- Programmed a suite of enemy AI with configurable perception, ensuring each enemy type presented a distinct, readable challenge for the player while further designing and decorating levels for them
- Designed and iterated on UI based farming minigames that increased player engagement in farming mechanics

"Odyssey – Echoes of Ithica" *Programmer / Designer — Led 14-person team, Top-down Rogue lite, Online Multiplayer, Unreal Engine, C++*

- Programmed multilayered damage system with data-driven status effects (stuns, knockback, burns);
- Designed and built enemy AI design, behavior trees, and multiphase boss with various abilities
- Balanced moment-to-moment play animating player character abilities to match design intent

"Slippies Sudster Sprint" *Programmer / Lead Designer — 2025 Global Game Jam, 48hr Co-op Racing Game, Unreal Engine C++*

- Directed an 8-person team through a 48-hour jam, designing for scope under extreme timeline pressure
- Designed level layout and core obstacle systems; programmed movement mechanics and VFX,
- resolving integration issues between engineers and artists in real time under intense deadlines

RELEVANT EXPERIENCE

"Data Analyst" *Data Analyst Programmer —Linux, C++*

- Built a linked-list data injection and analysis program comparing employment and inflation rate datasets over 50 years to identify statistical correlation
- Developed programming tools that taught me reusable skills on Linux, C++ and data analytics

WORK EXPERIENCE

Hardware and Software Systems Technician Mar 2022 – Present

IT Support Services, California State University, Chico | Part-time, On-site

- Designed and deployed an inventory and support ticketing system for hardware and medical software, improving asset tracking and resolution efficiency for IT and medical staff
- Conducted audits of printer and network equipment, ensuring operational compliance for medical staff
- Provided technical support across hardware and software systems in a rapid university IT environment

Archery Instructor Apr 2021 – Aug 2021

Conejo Recreation and Park District

- Instructed and managed groups of 8–15 children, adapting teaching approach to varied skill levels

EDUCATION

BS Game Development & BS Computer Animation May 2026

California State University, Chico