Nathan Bowhay

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# Summary

I am seeking a challenging and rewarding position where I am solving problems by coming up with creative solutions that leverage existing and emerging technology or code. I seek a position where I am designing systems and seeing them through; systems that are expandable/adaptable, but also have simple and intuitive ways of interacting with them.

# Experience

* Designed and developed Fog of War system and level editor
* Sent data between Google Earth and Game via Websockets and http requests
* Developed network interface to send transform and other data between system that interfaced with swarm units, to move, control and display information inside Game
* Worked with team to develop UT2004 Multiplayer game mode Mod called BioFields
* Developed full 2D game Engine and small game within the time period of a class
* Wrote simple Java OS and disassembler in assembly
* Worked with team on a school campus social game to be used for new students
* Developed movement and camera system for a flying Boat in Unity (prototype for friend)
* Currently developing Android application that focuses on Grocery store items and their prices
* Created full website using SQL, PHP, HTML, JavaScript, and CSS use for organizing ranked gaming team

# Skills

* Effective interaction with customers, students, co-workers and all levels of management
* High integrity handling confidential security sensitive material
* Capable of keeping highly confidential material confidential
* Great problem solving skills and excellent analytical thinker
* Windows, Linux and Macintosh experience
* Perforce, Git, CVS
* Visual Studio, KomodoIDE, Jetbrains, Netbeans, Eclipse, Android Studio, Adobe Premier, Photoshop, PageMaker, Adobe Flash Professional, Adobe Flash Builder, Beyond Compare, Visio, Excel, Word
* C/C++, C#, Java, PHP, HTML, CSS, JavaScript, TorqueScript, UnrealScript, MEL, ActionScript, XML, JSON, YAML, Perl, Python
* Torque Game Engine (TGE), And Torque 3D (T3D), Unity, Unreal Engine, Source Engine
* Facebook API, League of Legends API, Google Play services

# Employment

**ESAL PLLC (Boeing-Contractor), Lead programmer Kirkland, WA Apr 2006 to Apr 2015**

Development of Application/Simulation/Game (Serious Game) used in visualization, command/control of quad rotors, and interactive films. I work on GUIS, system design within TGE, TGEA and Torque 3D in C++ and TorqueScript. DTS exporter for Maya and other MEL/Modeling package scripts for art pipeline. ActionScript for UI elements that were integrated into Torque using GameSWF. Networking code in C++, Perl, Python and later some JavaScript/HTML. Other tools for miscellaneous tasks usually in C#.

# Education

University of Washington Bothell Computer and Software Systems (CSS), Bachelor’s Degree

Bothell, WA 2006-2011

New Market Vocational Skill Center (Non-required)

DigiPen 3D Animation Summer Class Tumwater, WA 2004

Professional Medical Careers Summer Class Tumwater, WA 2003