Nathan Daniel McArthur
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PERSONAL STATEMENT

Passionate game developer with expertise in creating engaging gameplay experiences. With a strong background in animation and storytelling, I excel in designing game mechanics and visual assets, leveraging a wide range of software and programming skills to push creative boundaries in gaming.

PROFESSIONAL EXPERIENCE

Game Developer, *Space Drifting 101*   Present
- Created and implemented game mechanics for *Space Drifting 101*, a free-to-play mobile app.
- Developed all visual assets, including animated and textured ships, asteroids, and sprites.
- Designed game levels and challenges that promote strategic thinking and skill development.

Courtesy Clerk, *Safeway*   Present
- Assist customers in locating items, answer inquiries, and provide guidance as needed.
- Efficiently bag groceries for customers, ensuring their purchases are handled with care.
- Escort customers to their vehicles when requested, enhancing their shopping experience.

Level & Cutscene Editor, *Odyssey Entertainment: Transmogrify*   November 2019 - July 2023
- Managed the editing process for game levels and cutscenes, developed concept maps for World 4, refined them for integration and enhanced gameplay for Worlds 1, 2, and 3.
- Developed comprehensive storyboards, ensuring alignment with the game's narrative.
- Created dynamic animations and edited sprites, enhancing the storytelling narrative.
- Collaborated with the internal development team to launch Transmogrify on Steam.

Lead Animator, *Red Shift (Short Film)*   May 2019
- Lead animator tasked to plan out, storyboard, and creatively animate the sequence.
- Animated over 20 street racing shots (47 seconds) focusing on dynamic camera angles, fluid motion sequences, and animated car physics to create an exhilarating viewing experience.
- Designed over 40 vehicles for background shots, including trucks, vans, and sports cars.

EDUCATION

San Jose State University, San Jose, CA   Class of 2019
- **Bachelor of Arts:** Fine Arts in Animation

West Valley College, Saratoga, CA   Class of 2013
- **Associate in Arts**: Computer Arts: Animation & Liberal Arts

SKILLS, CERTIFICATIONS & PERSONAL ACHIEVEMENTS
- 2D & 3D Animation Software: Maya|ToonBoom Harmony|OpenToonz|
- AI Software: Topaz Video & Photo Enhance|Stable Diffusion|
- Adobe Creative Suite: Premiere Pro|After Effects|Photoshop|Lightroom|InDesign|Animate
- Programming Languages & Game Engines: Godot|C++|Java|Javascript|CSS|HTML|
- Video Editing & 3D Modeling Software: DaVinci Resolve|Blender
- Audio Editing Software: Audacity|Ardour|Adobe Audition|Dolby Atmos
- Microsoft Office: Word|Excel|PowerPoint|
- Google Drive Suite: Docs|Slides|Sheets|Gmail