

Nathan Pringle

LinkedIn: [bit.ly/NathanPringle-LinkedIn](https://www.linkedin.com/in/bit.ly/NathanPringle-LinkedIn)

Qualifications

Graduate of the Algonquin College Game Development Advanced Diploma Program

September 2014 – April 2017

- Perfect marks in Gameplay Programming 1 and 4
- Class Representative for all six semesters
- Created a successful game in a team of 6 over the course of 8 months
- Managed a team successfully to avoid conflict and keep within scope
- Created a realistic AI model for our game

Game Design Talks

February 2017

- Performed an hour-long talk about AI in games for the Ottawa Unity User Group
- <https://goo.gl/sFt8Tz>

Industry QA Experience, Smoke Labs

February 2014 – June 2014 ; February 2015 – May 2015

- Worked in an Agile team working with JIRA boards
- Interacted with team members to fix bugs/problems

Experience

Peer Tutor: Algonquin College | 1385 Woodroffe Ave, Ottawa Canada

October 2015 – Present

- Assisted students learning the Algonquin College Game Development Course
- Tutored in Game Programming, Game Shaders, Level Design, and Mathematics

Lead QA Technician: Smoke Labs | 126 York Street, Ottawa Canada

February 2015 – May 2015

- Worked in an Agile team working with JIRA boards
- Interacted with team members to fix bugs/problems
- Fixed minor bugs in large scale projects. (C++)
- Minor feature implementation in large scale projects. (C++)

Professional Skills

- AI Theory and Design Expert

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- C# Expert
- Unity Engine Expert
- C++ Advanced
- Unreal Engine Intermediate
- 3ds Max Intermediate