

# Nathan Lacsamana

Edina, MN | [NathanJVL2002@gmail.com](mailto:NathanJVL2002@gmail.com) | [LinkedIn](#) | [Portfolio](#)

## SUMMARY

Experienced game developer with 5 years of Unity experience, contributing to 14 projects, and currently working at Roboto Games. Passionate about crafting engaging and memorable gameplay mechanics using interdisciplinary skills to effectively understand and meet requirements.

## WORK EXPERIENCE

### Gameplay Engineer - Roboto Games (Remote)

6/24 - present

[Unity, C#, Internal Modding Tools]

- Established a moddable enemy logic tool for engineers, designers, and future players to adjust and tune enemy behavior from within the game using behavior trees
- Coordinated and facilitated communication with animators, audio engineers, and designers to polish enemy interactions for 15+ enemies
- Implemented inverse kinematic tools to support dynamic foot snapping driven by animation
- Created engineering documentation templates to streamline system onboarding

### Programmer Analyst - Adroit Studios (Remote)

10/22 - 8/23

[Unity, C#, Perforce, Hansoft]

- Prototyped a character customizer system for models and colors in collaboration with artists
- Programmed 5 core gameplay features integrated with quest and input systems including data classification activities, modular water-level adjusting puzzles, and menu systems
- Optimized systems with code review feedback to remove start-up delays

## RELEVANT PROJECT EXPERIENCE

### Programmer and Technical Artist - "IRIDESCENT"

9/23 - 3/24

[Unity, C#, VFX Graph, HLSL, Blender, Adobe Fresco, Procreate, Github, Codecks] - [Steam Page](#)

- Programmed and designed a customizable environment generator to procedurally create a nodal network of island clusters with a minimum path of traversal and chest randomization
- Coded HLSL compute shaders that optimized environmental grass that increased frame rate
- Created 16+ stylized VFX using custom textures, hand-drawn flipbooks, and shaders
- Concepted and drew 23 Item Sprites, 30+ UI Components, and 3 environments ([UI Work](#))

## EDUCATION

### The University of California- Irvine

9/20 - 3/24

### B.S. Computer Science and B.S. Computer Game Science (GPA: 3.714)

- Specialized in intelligent systems and created projects that generated 3D models from scans
- Spearheaded external relations and speaker events for the Video Game Development Club
- Assisted in graduate research regarding toxic interactions and rules in multiplayer games
- Tutored a class creating climate change-related VR games assisting with VFX and design

## ADDITIONAL SKILLS

**Programming Languages:** C#, C++, Python, Java, HLSL

**Languages:** English, French