

# Nathaniel (Nat) Chu

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## EDUCATION

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**University of California Santa Cruz**, Santa Cruz, CA June 2025  
*Bachelor of Science (B.S.) in Computer Science: Game Design* **GPA: 3.7**  
**Dean's List:** 6 Quarters

**Relevant Coursework:** Game AI, Game Systems, Data Systems & Algorithms, Creative Strategies, 2D Animation

## EXPERIENCE

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**ENTP Lab- University of California**, Santa Cruz, CA January 2025 – June 2025

*Designer & Onboarding for Experimental Theater involving LLMs*

- Researched and brainstormed for the framing of the piece, presenting my ideas in a team of 25 graduate and undergraduate students.
- Collaborated in the design for the onboarding experience, ensuring the themes of the piece were cohesive and the flow was feasible.
- Acted in the role of an Usher, responsible for onboarding audience members in groups of 5, while also introducing both the technology and framing for the experience efficiently.

**Santa Cruz Beach Boardwalk**, Santa Cruz, CA June 2025 – September 2025

*Games Operator.*

- Delivered friendly & professional customer service during stressful peak hours, and offered assistance to families and young children.
- Operated and maintained classic boardwalk games, while ensuring a positive and safe player experience.
- Efficiently explained rules and regulations for a variety of games.

**Santa Cruz City Schools**, Santa Cruz, CA November 2023 – May 2024

*Substitute Behavior Technician SPED*

- Assisted teaching staff in providing instructional materials and engaged students in educational activities.
- Oversaw the safety of students with special needs both in and outside the classroom.
- Delivered one-on-one and small-group instruction, and helped manage student behavior.

## PROJECTS

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**Markus's Miasma** | C#, Unity, Reaper, Steam, Taiga.io, Git January 2025 - June 2025

*Tech Lead*

- Lead & Programmed for the technical development of *Markus's Miasma* 2D narrative-driven puzzle horror game set in a surreal version of the UCSC campus.
- Designed collaboratively in a team of 8+, using agile development tools like Taiga, and facilitated clear direction by designing & clearly explaining the core systems of the game.

**Shork Tank** | GDScript, Godot, Github, Photoshop October 2024

*Tech Lead*

- Designed and produced a completed and polished product in a short time-frame of 1 week, in a small team of 3.
- Was the sole programmer, using complex mathematics to create a rudimentary physics system, along with procedural animation and multiple enemies with unique behaviors.

## SKILLS

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- **Technical Skills:** Python, C#, C/C+, Java, Javascript/ HTML/ CSS, Godot, Unity, Canva, Photoshop, Scrum, Github