NATHAN SHTURM

Game Developer 408-800-7215

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EDUCATION

UNIVERSITY OF CALIFORNIA: SANTA CRUZ

B.S. in Computer Science: Computer Game Design

Santa Cruz Mar 2025

Graduated Cum Laude | GPA: 3.9

Relevant Coursework: Data Structures & Algorithms, OOP (C++), Game Development Patterns, Game
Design Studio, Game AI, Game Systems, UI & UX Design, Rapid Prototyping, Foundations of Video Game
Design, Game Technologies, Creating Digital Audio, Algorithmic Music for Games

EXPERIENCE

Outlier AI Remote
Software Developer

- Apply multi-dimensional evaluation rubrics to benchmark cutting-edge language models against real-world coding scenarios
- Perform advanced data annotation for RLHF and supervised fine-tuning, focusing on coding and complex algorithms
- Engineer nuanced prompts and critically evaluate AI-generated code responses to ensure accuracy and logical consistency

PROJECTS

Quartermaster Unity, C#, Blender

- Led multiplayer and Steam lobby integration for matchmaking and session management
- Executed end-to-end 3D asset production modelling, texturing, map design, and animations across the game
- Optimized runtime efficiency by over 60% via memory profiling, draw-call reduction, and other targeted optimization strategies
- Managed Steam store and build deployment, integration of community features like Achievements and Leaderboards, and marketing assets
- Developed custom Unity editor tools to accelerate level design and streamline project organization

NavAlGate - Al Traffic Simulation and Planning

Python

- Designed and implemented modular behavior trees for autonomous traffic agents reacting to lights, signs, and other agents
- Integrated behavior logic into a custom road network graph system to enable context-aware decisions at intersections
- Developed real-time agent adaptability in response to dynamic user inputs

TECHNICAL SKILLS

- C#
- Unity
- Python
- Blender
- C++
- C
- Git

- Substance 3D Painter
- FMOD
- HTML/CSS/JS
- Deno
- Typescript
- Phaser
- Twine