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## Education

**University of Nevada, Reno (UNR) Senior** Undergraduate in Computer Science  
**University of Nevada, Reno (UNR) Honors Program** student

## Internship and Research Experience

**2018:** Published and presented comparisons of multiple virtual reality locomotion systems while the user's hands are busy for CHI PLAY 2018 in Australia.

**2018:** Interned as a software developer for LTGame, implemented gameplay changes and fixed bugs found in the slot game "Bowl of Gold" (Java, ANT).

**2018:** Taught a game engine architecture lab section of 20 students (C++, Ogre).

**2017-2018:** Researching efficient long-distance locomotion in VR (Unity, C#).

**2016-2017:** Worked on creating a virtual reality physics puzzle game mimicking Google's Tilt Brush interaction in UNR's Virtual Reality Lab (C#, Unity, CG).

**2015-2016:** Researched the application of genetic algorithms in evolving drone behaviors to fight efficiently in large clusters (C++, C, Shell).

**2015:** Graded and tutored in a team of 10 for an introductory CS course of 100+.

## Work Experience

**2018:** Lecturer and grader for an upper level game design course of 30+ covering game design and effective implementation for teams (Unity, C#).

**2017:** Graded/project design for an AI graduate course of 80. (C++, C).

**2017:** Wrote auto-grading software within existing infrastructure to build projects and provide feedback for a class of 80+ students (Python, Linux).

**2016:** Refactored and added features for a disaster response simulation for use by the CS department and Reno emergency services (C#, Unity).

**2016:** Wrote a code-sharing identification system for UNR that checks 1000s of projects each year for plagiarism (Python).

**2015-2016:** Worked on bug fixing and extending an existing game engine from a 2D simulation to a 3D simulation (C++, C, OpenGL).

## Extracurricular Activities and Leadership Roles

**2018:** Winner of ACM's Biggest Little Hackathon working in a team of 4 on a cross-platform multiplayer virtual reality game (Unity, C#).

**2017-2018:** Founder and president of the UNR Game Developers Club, leading 80+ members in game related activities including workshops and game jams.

**2018:** Winner of Microsoft's Reno Hackathon "people's choice category" for the game entry "Battle Royal but the Players Get Bigger" (Unity, C#).

**2017:** Winner of ACM's Biggest Little Hackathon "best game" category for creating an asymmetric team based 2D soccer game called "Ball Kickers" (Unity, C#).

**2015-2017:** Placed top 100 in the Ludum Dare 48 hour game jam out of 2000+ submissions three times, totalling 650+ downloads and a 4 star average (Java, C#).