

Nathan Hahn

Game Producer and Game Design Educator

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<https://nhahn.works>

Education

M.A. George Mason University, Fairfax, VA - 2022

Program: **Computer Game Design**, College of Visual and Performing Arts

Coursework: Game Studio Management, AR/VR Game Development, Game Production

Research Topics: VR Virtual Worlds, VR for Modeling, Automated Testing

M.B.A. Clarewood University, Reston, VA - 2018

Concentration: **International Business and Finance**, GPA: 3.95

Coursework: Introduction to Statistics and Big Data, Advanced Statistics for Business, Managerial Decision Making, Project Management

Capstone Project: "Mortgage Finance Reform and Likely Stakeholder Impact"

B.A. Northeastern University, Boston, MA - 2014

Major: **Asian Studies**; *Minors:* **Computer Science** and **Business**, GPA: 3.8

Capstone Project: "Infinite Free Plays: The Rise of the Freemium Game Development Model from a Global Perspective"

Experience

George Mason University, Fairfax, VA, August 2020 - Present

Graduate Teaching Assistant

- Teaching Applied Coding for Games with C++ (GAME140) and Online and Mobile Game Design with Unity (GAME232) using Blackboard
- Evaluating submitted game projects based on technical and creative proficiency
- Creating educational content videos using projects to teach programming concepts

Starlight Vintage Studios, Reston, VA, January 2020 - Present

Producer/Programmer

- Designing and developing a six-axis virtual reality game for the Oculus platform using Unity
- Managing team production schedule and integration of assets
- Facilitating playtests and feedback collection

Mason Game and Technology Academy, Fairfax, VA, December 2019 - September 2021

Online Course Content Developer and Instructor

- Worked with game development subject matter experts to create course content
- Developed online programming course with HTML, Javascript and PHP for age 13+ students
- Created written step-by-step guides and video clips for instruction
- Taught Python for AI and Machine Learning and Unity Game Development courses

Interintellectus NFP, Silver Spring, MD, May 2016 - December 2021

Lead Programmer and Game Designer (*The Girl Who Sees*)

- Creating architectural framework for a Fantasy Adventure/Strategy RPG game in Unity and C#

- Training contracted developers in programming/GitHub and integrating contracted work into the final product
- Managing deployment/release pipeline to Itch.io, art/music asset pipelines, and sprint backlog in Asana

Freddie Mac, McLean, VA, May 2019 - June 2019

Business Rules Analyst

- Worked with business operations consultants to plan changes to customer-facing applications
- Changed business rule models using in-house business rules development tools

Fannie Mae, Reston, VA, January 2015 - May 2019

DevOps Engineer/Product Owner

- Created Tableau dashboards with SQL for monthly reporting packages
- Acted as Product Owner for internally developed automated deployment tool
- Trained team on monitoring and testing practices for the DevOps Pipeline
- Facilitated compliance requirements collection of over 60 artifacts for audits
- Introduced agile practices for process improvement management using Scrum/Kanban
- Groomed product backlog in JIRA and documented processes in Confluence

KBACE Technologies Inc., Nashua, NH, July 2014 - July 2015

Associate Consultant

- Customized training platform interface using JavaScript and HTML
- Created SQL queries to determine revenue generating web application platform usage
- Developed interactive training content for Oracle ERP and HRM implementations in Oracle UPK

Northeastern University Service-Learning Program, Boston, MA, September 2011 - May 2013

Chinese Language Teaching Assistant

- Coordinated service opportunities for 8-18 Chinese language students
- Created online blog tools in Blackboard to assist students' reflection activities
- Taught students key language skills to engage the Boston Chinese community

Internal Drive Tech camps, Fairfield, CT, July-August 2011, June-August 2012

Game Design Instructor

- Developed lesson plans for Multimedia Fusion and RPG modding toolkits
- Taught game development using both scripting language and GUI interfaces
- Led large group activities with 60-70 students aged 8-18

Skills, Interests, and Projects

Programming Skills: Python, Perl, C#, C++, SQL, JavaScript, HTML, CSS, Unix/Scripting, Java, XML, VBScript, PHP

Business and IT Software Tools Knowledge: Microsoft Word, Advanced Excel, PowerPoint, SharePoint, Teams, Agile (Scrum/Kanban), JIRA, Confluence, Github, Bitbucket, Putty, WinSCP, Tableau

Game Development Tools Knowledge: Unity, Roblox, VRChat, Pygame, Multimedia Fusion, Itch.io, Steamworks, Oculus SDK, VRTK, RenPy, 3DS Max, Blender, Discord, Fungus, Twine

Foreign Language Skills: Mandarin Chinese, 15+ years (HSK 5, Business Level Chinese)

Play a fun, cute game (solo dev): [Squirrel Life \(https://heyacfox.itch.io/squirrel-life\)](https://heyacfox.itch.io/squirrel-life)

Play an intense, moody game (team): [Cicada Town \(https://heyacfox.itch.io/cicada-town\)](https://heyacfox.itch.io/cicada-town)

Most recently published VR game (team): Give the People What They Want ([Steam](#))