

“ZEWEI”

NATHAN MALOTA

Game Development -- Project Management

GAME EXPERIENCE

Coyotic Games LEVEL DESIGNER / ENVIRONMENT ARTIST 2020-PRESENT

Working as a freelance designer and artist for Starshifter, an indie game currently being developed in Unity. Responsible for:

- Designing level layouts for an open, explorable terrain
- Implementing these level layouts in Unity
- Creating environment art assets to facilitate this level design

Jellyfrog Digital PROJECT MANAGER / LEAD DESIGNER / PROGRAMMER 2020-PRESENT

Worked as the project lead in a team of eight to design and develop Project PULSE, a rhythm combat game with a procedural environment. On Steam as a pre-release. Responsible for:

- Designing concepts, mechanics, combat, and progression
- Programming gameplay and interface elements
- Organizing Sprints
- Presenting and pitching work to stakeholders and others via presentations, website, blog
Game of the Year (Finalist) - The Rookies 2021

Pentastop Productions LEAD DESIGNER / PROJECT MANAGER 2020

Worked in a team of five to design and create Koré, a puzzle game using the dynamic of season change. Responsible for:

- Organizing sprints
- Designing levels
- Presenting and pitching work to stakeholders and others

Bunch of Witches COMPOSER / GENERALIST 2019

Worked directly as a mentee with the designers at Bunch of Witches while composing the soundtrack for their thesis game, Cor Domus.

- Best in Show - SCAD Game Jam 2019*
- Game of the Year (People's Choice) - The Rookies 2019*
- Best in Georgia (Finalist) - GGDA 2019*
- Best Student Project (Finalist) - Unity Awards 2019*

EDUCATION

Savannah College of Art and Design SAVANNAH, GA 2017-2021

Graduated Cum Laude in May 2021 with a BFA in Interactive Design and Game Development.

OTHER EXPERIENCE

Stage Manager / Assistant Director CHARLESTON, SC 2015-2017

Managed production of plays at the Dock Street Theatre in Charleston, SC. Responsible for:


- Working directly with actors and stagehands in professional, live settings
- Interpreting a script to provoke emotion in a scene


Commercial/Film Actor NEW YORK CITY, NY 2001-2014


Grew up as a child actor in New York City, working in commercials, educational films, and children's shows. Responsible for:

- Collaborating with directors to create a product for their respective audiences

CONTACT

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SOFTWARE

 UNREAL 4

 UNITY

 ADOBE CC

 ZBRUSH

 MAYA

 SUBSTANCE

 CUBASE

SOFT SKILLS

CREATIVITY
LEADERSHIP
COMMUNICATION
COLLABORATION
ORGANIZATION
PRESENTATION

HARD SKILLS

Design Documentation
Playtesting and Feedback
Level and Puzzle Design
Gameplay Programming
Agile Sprint Workflow
Scrum Team Format
Environment Art
Character Art
Music Production