



# Nathan Butt

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🌐 <http://n86-64.github.io/>

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## Employment History

- 2019 – . . . . .  **Software Engineer - Samsung R&D UK**  
*Visual Computing Department*  
Graphics stack and Game performance optimisation on Samsung Android devices via technical support and development of system tools.
- 06/2019 – 09/2019  **Games Tech Researcher - University of the West of England (UWE)**  
*Games Technology Department.*  
Performed research into Procedural level Generation using design curves.

## Education



- 2016 – 2019  **BSc. Games Technology - First Class Honours**  
University of the West of England (UWE).  
Subjects Covered: *Artificial Intelligence, Game Design, Level Design, Computer Graphics, VR*
- 2014 – 2016  **AS/A-Levels - Grades A-D**  
Yeovil college  
*3 A-Levels in Computing, Economics and Maths with AS in Physics*

## Skills



- Domains  Computer Graphics, Games, Mobile Development, Machine Learning,
- Coding  Java, C/C++, C#, Python, Bash, HTML/CSS, JavaScript,  $\LaTeX$
- Frameworks/APIs  Vulkan, OpenGL, DirectX (11/12), Tensorflow, AndroidSDK, WindowsSDK
- Tools  Android Studio, Visual Studio, CMake, Unreal engine 4, Unity, git, Perforce
- Platforms  Windows, Linux, Android

## Miscellaneous Experience

### Awards

- 2016  **Yeovil College Student Awards**, Best student in Business and Economics.
- 2019  **UWE GamesTech Awards**, Gained award recognising teamwork.

### Events

- 2012  **First Lego League**, Participated as part of a STEM team, Placed 2nd in South West Division Robotics competition.
- 2017  **UWE Cybersecurity Jam**, Created a game about cybersecurity. Received Grant and developed for demonstration to the public.

## Miscellaneous Experience (continued)

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### Outside Activities

2018 – 2019     **Society Treasurer**, Served as Treasurer for the UWE Anime Society.

## References

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Available on Request