

Nathan M. Williams
BSc Computer Games Programming (1st)
University of Huddersfield
Email: nathmwilliams@gmail.com
Website: www.nathanmwilliams.com

Personal Profile

I am an experienced Unity Developer having worked in the games industry for over a decade across a wide range of different areas of game development. Throughout my career I have worked on and shipped games on many different platforms including consoles, PC, iOS, Android and VR. I created/designed and released my own mobile puzzle game called Gravity Galaxy that was featured by Apple on the App Store.

Key Skills

- 10+ years experience working in the Unity game engine with an advanced understanding of C#, object-oriented programming, custom tools and build process.
- Multiplayer experience with Photon
- Experience using Unity uGUI system for UI and Mecanim for animations
- Shader experience with Shader Graph using Unity's Universal Render Pipeline
- Mobile development for iOS and Android implementing third party SDKs
- Version control with Git (CLI and Sourcetree), Plastic and Perforce
- Self-starter, Proactive and highly motivated

Work Experience

Odd Bug Studio (December 2019) – Unity Developer

I work as part of the core team on the studio's second game Tails of Iron as well as its sequel Tails of Iron 2: Whiskers of Winter. As a small team I work on many different aspects of the games from gameplay mechanics, shaders, tools, design and UI, contributing to all aspects of development. The games released across a wide range of platforms including PlayStation, Xbox, Switch and PC.

Ancient Games (January 2017- November 2019) – Unity Developer

At Ancient Games I was the studio's technical lead maintaining and updating the studio's mobile games such as Maximum Car and 8-Bit Waterslide as well as developing two original IPs, a sequel to 8-Bit Waterslide and Bark Park an online casual multiplayer game developed using Photon.

Fabrik Games (July 2015 – December 2016) – Unity Developer

At Fabrik Games I worked on their debut console title Filthy Lucre working on a variety of gameplay systems and user interfaces, as well as networking of gameplay features using Photon. I also worked on the prototype stage of the VR game The Lost Bear exploring different locomotion mechanics.

PixelByte (March 2015 – December 2016) – Co-founder

PixelByte was a studio I set up and ran in my free time after successfully winning a grant in a competition with a prototype I made of a mobile game with the Unity game engine that became Gravity Galaxy. The game was featured by Apple on the App Store and received over 400,000 downloads.

Rightmove (July 2014 – July 2015) – Developer

As a full-stack developer at Rightmove I worked on backend and frontend web development using Java, JavaScript, SQL and Perl.

Sumo Digital (July 2013 to September 2013) – Jr. Technical Designer

While at Sumo Digital during my placement year I worked as part of the content creation team working on the Kinect game Xbox Fitness for the Xbox One.

Canalside Studios (September 2012 to July 2013) – Games Programmer

As part of my placement year I worked on a variety of different projects in the Unity game engine.