

NATHAN SHTURM

Game Developer

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EDUCATION

UNIVERSITY OF CALIFORNIA: SANTA CRUZ

Santa Cruz

B.S. in Computer Science: Computer Game Design

Mar 2025

Graduated Cum Laude | GPA: 3.9

- **Relevant Coursework:** Data Structures & Algorithms, OOP (C++), Game Development Patterns, Game Design Studio, Game AI, Game Systems, UI & UX Design, Rapid Prototyping, Foundations of Video Game Design, Game Technologies, Creating Digital Audio, Algorithmic Music for Games

EXPERIENCE

Outlier AI

Remote

Software Developer

- Apply multi-dimensional evaluation rubrics to benchmark cutting-edge language models against real-world coding scenarios
- Perform advanced data annotation for RLHF and supervised fine-tuning, focusing on coding and complex algorithms
- Engineer nuanced prompts and critically evaluate AI-generated code responses to ensure accuracy and logical consistency

Almmortal

Remote

Lead Software Developer

- Architected and deployed a full-stack AI personal companion application from the ground up, delivering a production-ready MVP
- Designed a high-fidelity pipeline that integrated ChatGPT and Play.ht API endpoints to facilitate low-latency natural language processing and realistic voice synthesis
- Engineered scalable backend/frontend infrastructure utilizing the Google Cloud Platform service ecosystem

PROJECTS

Quartermaster

Unity, C#, Blender

- Led multiplayer and Steam lobby integration for matchmaking and session management
- Executed end-to-end 3D asset production - modelling, texturing, map design, and animations across the game
- Optimized runtime efficiency by over 60% via memory profiling, draw-call reduction, and other targeted optimization strategies
- Managed Steam store and build deployment, integration of community features like Achievements and Leaderboards, and marketing assets
- Developed custom Unity editor tools to accelerate level design and streamline project organization

NavAI Gate - AI Traffic Simulation and Planning

Python

- Designed and implemented modular behavior trees for autonomous traffic agents reacting to lights, signs, and other agents
- Integrated behavior logic into a custom road network graph system to enable context-aware decisions at intersections
- Developed real-time agent adaptability in response to dynamic user inputs

TECHNICAL SKILLS

- C#
- Unity
- Python
- Blender
- C++
- C
- Git
- Substance 3D Painter
- FMOD
- HTML/CSS/JS
- Deno
- Typescript
- Phaser
- Twine
- GCP