

Nathaniel Stein

MOBILE DEVELOPER • UNITY / C# • FLUTTER / DART

Cincinnati, Ohio
(614) 800-5145
nstein514@gmail.com

PROFESSIONAL SUMMARY

Mobile developer with professional experience building interactive applications in Unity/C# and cross-platform mobile features in Flutter/Dart. Strong background in UI systems, gameplay and session logic, camera/video workflows, debugging, technical troubleshooting, and collaborative development. B.S. graduate in Virtual Reality & Game Development with a 3.818 GPA.

PROFESSIONAL EXPERIENCE

Mobile Developer | Strikeman

Mar 2025 – Present

- Develop and maintain mobile application features across Unity/C# and Flutter/Dart for iOS and Android, with emphasis on responsive UI, interactive workflows, and reliable user-facing behavior.
- Build and refine Unity systems for training/gameplay sessions, scoring, target interactions, camera and video workflows, evidence capture, and platform-specific input handling.
- Diagnose and resolve runtime, UI, camera, coroutine, and platform-specific issues across development and QA environments; improve stability without regressing existing behavior.
- Work with technologies including Firebase, device camera APIs, OpenCV-based tooling, Git, and reusable Unity components while coordinating changes across a larger mobile codebase.

Junior Programmer | Lantern Light Studios

Oct 2023 – Aug 2025

- Programmed game mechanics and UI for an undisclosed Unity project, collaborating with designers and developers across disciplines.
- Implemented and iterated on gameplay features in C# while translating design goals into maintainable in-engine behavior.

Lab Technician | Ohio University — G.R.I.D. Lab

Aug 2023 – Dec 2024

- Maintained software and systems used in game-development courses, troubleshoot technical issues, and supported specialized lab projects.
- Assisted students and faculty with development environments and day-to-day technical problems in a multidisciplinary production lab.

TECHNICAL SKILLS

Programming Languages: C#, Dart, Javascript, Swift, and Kotlin
Development Platforms: iOS, Android, Windows, and Mac

Frameworks/Engines: Flutter SDK, Unity, Firebase, XCode, Android Studio, and Git/GitHub
Additional: Blender, Affinity Designer, Audacity, and OpenCV

EDUCATION

Ohio University — B.S. in Communication, Virtual Reality & Game Development

Dec 2024

Minor: Communication Studies • Degree GPA: 3.818 • Major GPA: 3.830
Relevant coursework: Game Development I & II, Interactive VR Production, VR Production, Digital Game Design, Prototyping for VR & Games

SELECTED PROJECTS

- The Oni Way Out** | Sep 2024 – Dec 2024 — Solo Unity game built with self-created Blender assets; programmed escape-focused mechanics and interaction systems in C#.
- Synthesize Supershot** | Jan 2024 – May 2024 — Collaborative third-person, wave-based Unity shooter featuring a humanoid mech fighting robotic enemies.
- ToneDeaf (Symphonic Revolution)** | Jan 2024 – May 2024 — Collaborative interactive VR escape-room experience centered on music-driven puzzles and a staged finale.
- Sub-Thread** | Sep 2023 – Dec 2023 — Solo 2D Unity melee-platformer project featuring custom gameplay systems and a narrative built around reconnecting a severed string of fate.

CERTIFICATIONS

Introduction to C# Programming in Unity — University of Colorado / Coursera, Jul 2023 • **Gamification Certification** — Wharton / Coursera, Jul 2023