

Nathan Ramirez

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Education

University of California - Riverside

BS in Computer Science

Riverside, California
September 2023 - December 2025

College of the Desert - Palm Desert

AS in Computer Science

Palm Desert, California
August 2021 - May 2023

Technical Skills

Languages: C++, C#, C, Python, TypeScript, JavaScript, React, SQL

Developer Tools: Github, Github Actions, OpenXR, Meta Quest, Google Test, GCP, Blender, Unity, Unity Test Framework

Technologies: Next.js, TailwindCSS, OpenGL

Management: Agile, Jira, Scrum, Github Projects, Trello

Experience

Gamespawm - UCR

Projects & Workshops Lead

Riverside, California
September 2024 - December 2025

- Led weekly engineering meetings for 10 Unity/C# programmers, assigning tasks and resolving blockers
- Reviewed pull requests and gameplay scripts from novice developers, improving class structure and component reuse
- Created UML-style architecture diagrams to align programmers and designers on Unity/C# class responsibilities
- Standardized Git/GitHub workflows for branching, pull requests, code reviews, and sprint tracking

College of the Desert

Mathematics & Computer Science Tutor

Palm Desert, California
August 2022 - May 2023

- Tutored 25+ CS students in DSA, C++, and Assembly, helping debug assignments involving pointers, recursion, memory, and low-level program behavior
- Explained calculus and programming concepts to 50+ college students through 1:1 and small-group tutoring sessions
- Helped students develop stronger problem-solving workflows by breaking down technical problems into smaller pieces

Projects

Heart's Bid | *Unity, C#*

github.com/ramirez-nathan/Hearts-Bid

- Led a team of 5 in **AGILE** Development on a top-down wave-based shooter with poker hand damage system
- Created an engine tool to generate deck of 52+ cards with adjustable attributes, decreasing developers work time by 60%
- Implemented dynamic projectile prefab system to function with each unique scriptable card object
- Extensively stress tested gameplay by writing 60+ unit tests; deck system was tested by running 1000+ random scenarios
- Presented the game to 30+ individuals in a game showcase with 25+ users playing the game upon initial release week

Cave Crusade | *C++*

github.com/ramirez-nathan/CaveCrusade

- Led a team of 4 in a 10 week **SCRUM** process for dungeon crawler game built in **C++** using SFML API
- Implemented movement and combat systems, game interactables, collision handling, & sprite animations across 25 assets
- Created 6 unique enemies with distinct AI, managing spawning logic & memory-safe entity deletion
- Showcased the game to a live audience of 15, as well as deploying it to 20+ mutual peers for playtesting and feedback

UCR AI Hub | *Next.js, TailwindCSS*

github.com/acm-ucr/AI-Hub

- Collaborated with a team of 13 developers over 10 week **AGILE** development to build a UCR domain website
- Developed 8+ animations and responsiveness on mobile using **Motion.dev** & breakpoints, implementing Figma Designs
- Assigned 10 weekly development tasks, committing code, and submitting pull requests

Power Play | *Unity, C#*

github.com/ramirez-nathan/Power-Play

- Led a team of 3 as **SCRUM** Master for 20 weeks making a platformer fighting game
- Integrated unique frame data to 20+ attack animations & implemented a **state machine** to manage player states
- Integrated input handling that supports 5 different controller devices, 2 simultaneous player instances at a time
- Designed & implemented fighter class creation system utilizing scriptable objects to represent 12+ powers

Relevant Coursework: Software Testing, Data Structures and Algorithms, Virtual Reality, AI, Discrete Structures, Software Engineering, Computer Architecture and Assembly Language, Operating Systems, Compilers,