

# Nathan R. Gooneratne

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## GAME PROGRAMMER

Highly self-motivated and driven game programmer with a diverse and practical skillset in Unity and Object-Oriented Design paradigms. Experienced in interdisciplinary and intradisciplinary collaboration in task-driven, Agile-Scrum studio environments with a passion for AAA and indie studio development processes.

## EDUCATION

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**Northeastern University**, Boston MA

Aug. 2022 - Present

Khoury College of Computer Sciences

Candidate for Bachelor of Computer Science and Game Development

Expected Graduation: April 2026

GPA 3.96/4.00 - Honors Program

Dean's List: Fall 2023, Spring 2023, Spring 2024, Spring 2025

Relevant Coursework: Object-Oriented Design, Algorithms, Game Artificial Intelligence, Building Game Engines, Intro to C++, Linear Algebra, Fundamentals of Computer Networks, Fundamentals of Game Design, Game Capstone

## SKILLS

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Languages - Proficient: **C#, Java, C++, Python**; Familiar: **C, OpenGL, HTML, CSS, JavaScript, HLSL**

Software - Proficient: **Unity, Git, Visual Studio, VSCode, IntelliJ, Blender**; Familiar: **Plastic SCM, Godot, Unreal**

Systems - Proficient: **Windows, MacOS**; Familiar: **Linux**

## WORK EXPERIENCE

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**Gamer Realities LLC**

Sept. 2024 - Dec. 2024

Multiplayer VR Programmer

- Primary programmer for gameplay development for an online physics-based chatroom produced with **Photon Fusion 2**
- Implemented backend editor developer tools to assist in runtime **VR** diagnostics of game and networked systems
- Laid the groundwork for extensible systems of player management and network object ownership
- Collaborated with other developers through **Plastic SCM, HacknPlan**, and code-reviews for completed tasks

**Northeastern University**, Boston, MA

Sept. 2023 - Dec. 2023

Teaching Assistant for Object-Oriented Design

May 2025 - July 2025

- Held office hours and coordinated labs 15 hours per week with other TAs to provide academic support for ~400 students regarding code debugging, feedback on student implementations, and explanations of design patterns and concepts
- Assisted in professorial tasks like exam proctoring, grading ~130 student assignments, and evaluating final projects
- Mentored students individually on application of proper OoD in the context of **Java** in **IntelliJ** with **Git** source control

## PROJECTS

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Oil City:	<ul style="list-style-type: none"><li>• Worked with 9 interdisciplinary students in a mock <b>Agile/Scrum</b> studio environment</li><li>• Implemented a robust tree-based node algorithm for the fundamental, bespoke system of distributing game ticks to active objects used by other programmers</li><li>• Collaborated with industry mentors and QA to refactor the pipe-placing mechanic to suit user feedback and design details</li></ul>	July 2024 - Aug. 2024
Project Dall-E:	<ul style="list-style-type: none"><li>• Created a Dall-E-inspired first-person puzzle game with a custom asset importer and semantic-scoring algorithm to facilitate puzzle develop process</li><li>• Built custom dialogue system with variable text speed and dialogue-world events</li><li>• Programmed NPCs with <b>Navmesh</b> collision-avoidance roaming behaviors and custom animations with ShapeKeys and dynamic <b>Rigging</b> multi-aim constraints</li></ul>	Mar. 2023 - Apr. 2023
Game Studio Club @ Northeastern:	<ul style="list-style-type: none"><li>• Contributed to 15 games as part of Game Jams or Long-Term Projects in teams of 3-5</li><li>• Coordinated group tasks and made teaching materials for <b>Unity</b> tutorials</li><li>• Elected Vice President in April 2023 and President in March 2025, managing organization of Game Jam participation and tabling at 6 showcase events</li></ul>	Sept. 2022 - Present
Capstone Project:	<ul style="list-style-type: none"><li>• Developed an MVC-adhering extensible framework for a turn-based RPG</li><li>• Communicated with other developers and PM to facilitate achievable MVPs</li><li>• Balanced practicality of implementation with <b>OoD</b> paradigms for approachable and intuitive code</li></ul>	Sept. 2025 - Present