


# Nathan DeStafeno

## COMPUTER SCIENTIST

*Undergraduate student with years of technical support, troubleshooting, and development experience in multiple fields of technology. Keen on developing new skills vital in tackling cutting-edge challenges in video game development.*

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## EDUCATION

BS - COMPUTER SCIENCE  
Oregon State University  
September 2014 – June 2020

AAS - MECHATRONICS  
Linn-Benton Community College  
September 2012 – June 2014

## WORK EXPERIENCE

### INDEPENDENT RESEARCHER

Oregon State University College of Engineering / Corvallis, OR  
January 2020 — March 2020

- Researched and developed Real-Time Ray Tracing applications
- Utilized the latest Vulkan SDK and NVIDIA Ray Tracing extensions
- Defined and completed tasks with a Professor's oversight

### I.T. CONSULTANT

CRVIT / Corvallis, OR  
September 2018 — Current

- Allocate, maintain, and manage server hardware for customer use as a two-employee company
- Provide technical support for home and business technical issues
- Manage deployment of websites, game servers, and research computers on our own infrastructure

### VIRTUAL REALITY DEVELOPER

Oregon State University College of Business / Corvallis, OR  
January 2019 — September 2019

- Developed, maintained, and trained others in the development of interactive virtual reality content
- Created multiple workflows and over a dozen documents for using specialized software, plugins, and render pipelines
- Defined and completed tasks with minimal oversight

### STUDENT SUPPORT TECHNICIAN

Oregon State University College of Business / Corvallis, OR  
September 2016 — January 2019

- Provided tier 2 technical support and managed user accounts for over 200 faculty and 50 student workers
- Developed, deployed, and managed computer labs accessible to over 3,500 business students
- Trained new technicians through hands-on training and documentation

## LEADERSHIP EXPERIENCE

### CLUB FOUNDER AND PRESIDENT

Oregon State University Video Game Development Club / Corvallis, OR  
October 2018 – Present

- Organize and manage special events and general meetings
- Recruit members through email advertisement and presentation
- Design and lead the creation of gameplay prototypes
- Provide experiential learning opportunities for developers, designers, and artists of different skill levels

## COURSEWORK

- Machine Learning & Data Mining
- Computer Graphics and Shaders
- Simulation and Game Programming
- Data Structures
- Vulkan
- Parallel Programming
- Artificial Intelligence

## SKILLS

- Open Graphics Library (OpenGL)
- C/C++, C#, Java, Python, Javascript
- Version Control (GIT)
- Windows Administrative Services
- GNU/Linux
- NodeJS
- Computer-Aided Design
- Microsoft Office