

# Nathaniel L. Buck

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## EDUCATION

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**University of Minnesota – Twin Cities**  
**College of Science and Engineering**  
Bachelor of Science, Computer Science  
**College of Liberal Arts**  
Bachelor of Arts, Music

Minneapolis, Minnesota  
May 2013  
Cumulative GPA: 3.796  
Dean's List  
Honors Program

## SKILLS

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- 2 years' experience with Unity (C#). Additional experience with C++, C#, JavaScript
- Dozens of completed games, including 3-hour game jams, and ongoing multi-year group projects
- Puzzle design for paper-based team events, music composition, tap and modern dance

## WORK EXPERIENCE

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**Microsoft Corporation**  
**Software Engineer, Office Shared Services – TwC Performance**

Redmond, Washington  
Sept. 2013 – Sept. 2015

- Developed power-saving, animation-pausing, non-intrusive framework for the core of Office mobile apps, working with all app teams and providing guidance on implementation and monitoring and reporting the results.
- Designed tools in C++, C#, and Perl for monitoring and logging test automation, reducing downtime in running tests and unifying telemetry across services
- Constructed and expanded visualization tools with C#, XAML, and Visual Basic for analyzing test performance and tool usage, expanding functionality with new commands and usable interfaces

**Math and Science Academy**  
**F.I.R.S.T. Lego Robotics Coordinator**

Woodbury, Minnesota  
Aug. 2010 – Aug. 2013

- Developed program coordination skills by maintaining e-mail contacts between school staff and program participants, registering teams, scheduling events, monitoring program budget, and supervising student mentors
- Provided technical guidance to students based on ten years of personal involvement

## LEADERSHIP

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**Video Game Development Club** – Co-Founder, Publicity Director

Jan. 2012 – May 2013

- Organized group meetings, activities, and periodic lectures
- Crafted advertising materials for club events and general awareness

**Campus People Watchers** – President, Publicity Director

Aug. 2010 – Aug. 2013

- Transitioned from less organized to more focused leadership despite decreased resources
- Responded critically to club management shortcomings to maintain member interest

**MinnesoTap** – Choreographer, Publicity Director

Sept. 2010 – May 2013

- Designed official club banner and logo, and created promotional materials with quick turnaround
- Choreographed, documented, and taught multiple tap dances to members for performance

Portfolio available at [www.SketchHouseGames.com](http://www.SketchHouseGames.com)