

Natalie Clark

Gameplay Programmer/Designer

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EXPERIENCE

Buckaroo Foundation, Bay Minette, AL — Volunteer

2015 - PRESENT

Numerous fundraising work for many years in which includes:

- Delivering an experience as a haunt actor for a Haunted Hayride, in which the funds went towards handicapped children
- Assisted above the hours needed for volunteering to help building the set and cleaning afterwards
- Impacted the fundraising profit made positively by using interpersonal skills to create sales
- Assisted for many years with any work necessary for any fundraising event attended

EDUCATION

Full Sail University - August 2023- May 2025
Game Design Bachelors of Science

PROJECTS EXAMPLES

3rd Person Adventure Project — Completed (Solo)

Programmed a level mechanic and puzzle that utilizes the level mechanic in a progressively challenging way.

Grid-based Puzzle Project — Completed

Utilized both my own and another person's mechanics together to create a navigation and resource management based puzzle.

First Person Shooter Project — Completed (With a team)

Programmed a combat-based mechanic that utilizes a commonly-known mechanic with a unique twist to it.

SKILLS

Hard Skills

Blueprint Scripting in Unreal Engine
Debugging
Perforce File Management
Confluence and Jira

Soft Skills

Task-Oriented
Self Motivated
Team Focused

LANGUAGES

Unreal Blueprint Scripting