

THALES NAGATO

Oakville, ON

Portfolio: thalesnagato.net
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SOFT SKILLS

Avid Learner
Attentive
Strong work ethic
Collaboration
Communication
Organization
Adaptability
Creativity
Empathy

HARD SKILLS

Unreal Engine
Unity
C++
C#
Git
Jira
Miro
Photoshop
Excel
Word
PowerPoint

LANGUAGES

English, fluent
Portuguese, fluent
Spanish
French

EDUCATION

Honours Bachelor of
Game Design
2022-2026
(anticipated)
Sheridan College
Oakville, ON

PROJECTS

Miriam: Open World Action RPG

August 2024 – February 2025

- Wrote C++ base classes for gameplay logic with design variables accessible in blueprints
- Debugged project using live coding
- Created Niagara FX and Metasound sources used in retargeted animations and blueprints
- Built world using landscape tool and custom material to eliminate tiling by blending textures

Datamosh Shader

September 2024 – December 2024

- Researched into compute shaders, Unreal's render pipeline and motion vectors
- Created custom scene view extension that injects shader into the render pipeline
- Wrote USF shader using velocity and scene color accessed from scene textures

Technoscape: Lyra Map

September 2024 – December 2024

- Wrote level design document including metrics, diagrams and references
- Ran playtests on greybox level to find key design problems early on
- Built Gears of War Inspired map using Quixel and Fab megascans

CERTIFICATIONS

Stephen Ulibarri's Learn C++ for Game Development Course

Stephen Ulibarri's The Ultimate Git Course - with Applications in Unreal

Stephen Ulibarri's Unreal Engine 5 C++ The Ultimate Game Developer Course