

Nathan J. Zeichner

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Portfolio: <http://www.omega-fleet.com/TarkenNetworkofStars/portfolio.html>

SUMMARY

Strong skills in computer modeling and texturing. Programming experience in Java, PHP and HTML. Engineering student majoring in Digital Media Design.

EDUCATION

University of Pennsylvania, Philadelphia, PA

Candidate for Bachelor of Science in Engineering in May 2011. Major in Digital Media Design.

Enrolled in the University Scholars Research Program at the University of Pennsylvania.

Current course work: Calculus II; Programming Languages and Techniques;
Digital Design Foundations; Mathematical Foundations of Computer Science;
Detective Fiction.

Planned course work: Calculus III; Programming Languages and Techniques II;
3-D Computer Modeling and Sculpture; Introduction to Mechanics;
Automata, Computability, and Complexity; Mass Media & Society.

LaGuardia Arts High School, New York, NY

Graduated in June 2007 with honors, a visual arts degree and an advanced Regents diploma. Top awards in Math, Science and Art. Ranked in top 1% of class of 556.

WORK EXPERIENCE

2006 – Present: LaGuardia Arts High School, New York, NY; Dr. Mark Stricklin, Asst. Principal.
Designed and developed brochures, summary sheets for distribution to colleges, as well as folders, calendars and bookmarks as promotional items using Photoshop.

2004 – Present: OrigamiUSA, New York, NY

Editor for *The Annual Collection*, a 300-hundred page book of origami diagrams.

Cover designs for the 2004, 2005 and 2006 collections were designed and executed using Photoshop. These were challenging, as they had to be completed using only two ink colors.

Origami Model creator: Wolf Model published in 2004, Issue 88 of *The Paper*, the magazine of OrigamiUSA.

2004 – Present: Modifications for Star Trek Armada II, <http://www.fleetops.net>

Designed a set of models & textures as well as programmed a “Cardassian” modification of *Star Trek Armada II: Star Fleet Operations* which will be available in the next release. Examples of the models for this game are included at my portfolio site.

SKILLS

Programming: Java, PHP and HTML; Experience with Mac & PC operating systems and MS Office.

Modeling & Texturing: Wings3D – modeling; 3D Studio Max – modeling and texturing.

Drawing: Fluent in Photoshop, Illustrator, Dreamweaver, Indesign and Bridge CS3. Cursory knowledge of Flash CS3. Traditional media (pencil, charcoal, pen, acrylics, watercolor, collage, photography.)