

# Nathan Burba B.A.

2011 Resume

## Contact

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19086

## Objectives

Interactive Media research and development. Game production.

## Highlights

Author of **Cocos2d for iPhone 1 Game Development Cookbook**  
**M.F.A. Interactive Media** candidate at **University of Southern California**  
Founder of **Logical Extreme Studios, LLC**

## Education

**University of Southern California** 2011 – Present  
Los Angeles, CA

- **M.F.A. Interactive Media candidate**
- Expected graduation May 2014

**Ithaca College** 2004 – 2008  
Ithaca, NY

- **B.A. Computer Science**
- 2.97 Cumulative GPA
- GRE General Scores: 570 Verbal, 710 Math, 4.5 Writing
- President and Founder of Ithaca College Video Game Club

**Cornell University** 2005, 2007  
Ithaca, NY

- **Participant in Game Design Initiative at Cornell (GDIAC)**
- Completed CIS300 Intro Comp Game Design
- Completed CS400 Adv Projects in Game Design

**Strath Haven High School** 2000 – 2004  
Wallingford, PA

- 3.5 Cumulative GPA
- SAT Scores: 660 Verbal, 660 Math
- All classes either Honors or Advanced Placement

## Skills

### Technical Skills:

- **Apple iOS 4.0**
- **Cocos2d for iPhone**
- **XNA Game Studio**
- **OpenGL**
- Ruby on Rails
- Subversion
- Apache2 httpd
- Titanium Developer
- Objective-C
- C++
- C#
- Ruby
- PHP
- BaSH
- JavaScript
- Java

### General Skills:

- **Game design**
- **2D game development**
- Technical writing
- 2D art creation
- 2D animation
- Sound design
- Interface design
- **Physics modeling**
- Audio manipulation
- **Tool creation**

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## Work Experience

**Packt Publishing** 2010–2011  
Birmingham, UK

*Author*

- Writing **Cocos2d for iPhone Game Development Cookbook**
- Due out October 2011

**Logical Extreme Studios, LLC** 2010 – 2011  
Media, PA

*Founder, Software Development Lead*

- Developing **Golden Age Baseball for iPhone/iPad**
- Due out Q4 2011

**FarVision Studios** 2009  
Wallingford, PA

*Creative Director*

- Produced G.A.M.M.A. Force cartoon animatic

**icueTV, Inc** 2008 – 2010  
Cherry Hill, NJ

*Software Engineer, Web/Mobile Lead*

- Developed **iPhone/Android mobile application using Titanium toolset**
- Assisted in developing eCommerce Backend using Java Sprite/Hibernate Stack
- Developed eCommerce portal system using Ruby on Rails
- Developed icueTV corporate website using Ruby on Rails

## Work Examples

Go to [nathanburba.com/  
portfolio](http://nathanburba.com/portfolio) for more  
information.

### **Cocos2d for iPhone Game Development Cookbook** 2011 Packt Publishing

#### *Author*

- The definitive iOS 2D game development book.
- Over 100 advanced recipes.
- Topics include Graphics, AI & Logic, Input, Data, Networking and more.

### **Golden Age Baseball** 2011 Logical Extreme Studios, LLC

#### *Developer, Designer and Artist*

- A throwback to the 1930s, 40s and 50s 'glory days' of professional baseball and the 'glory days' of 90s console video games, Golden Age Baseball captures the Ken Burns-esque motif needed to conjure nostalgic memories of a bygone era.
- Built using Cocos2d for iPhone, Box2d and Titanium Developer

### **G.A.M.M.A. Force Animatic** 2009 FarVision Studios

#### *Director*

- G.A.M.M.A. Force is a planned sci-fi adventure cartoon series.
- Working with artists Warren Greenwood and Mike Garland as well as animators Deb Cohen and Tim Shaw; I wrote and directed a short animatic to introduce the G.A.M.M.A. Force universe.
- Animated using Adobe Flash

### **XeRn Game Engine** 2008 Ithaca College

#### *Lead Developer*

- Cross platform networked 2D side scrolling shooter
- Custom-made 2D physics engine
- Physics based gameplay
- I was the sole developer on this project.
- Built using C++ and OpenGL

### **Music Monsters** 2007 Cornell University

#### *Developer*

- 2D side-scroller and music input game
- I designed the level structure, parallaxing system, tile system, and 2D drawing system.
- I also built the stand alone level editor.
- Built using XNA Game Studio

### **The Savior of Elsia** 2005 Cornell University

#### *Developer*

- Asymmetrical co-operative platformer
- I designed the particle system and character animation. I also created the art for the particle and orb effects.
- Built using GameX, a proprietary DirectX based 2D game development API

## References

References available upon request.

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