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GitHub

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Personal Website

<https://nathan-chevalier.github.io>

Education

2023

Nashville Software School

Web Development Bootcamp

2010 - 2012

Middle Tennessee State University

Art & Design

Technical Skills

Javascript | HTML | CSS | React
Tailwind | Python | Django | SQLite
Git/GitHub | Photoshop | Figma
Substance | Blender | Unity

Projects

Front End Capstone

There Will Be Food is a food inventory management application with a focus on cohesive design and usability. Implemented using React, Virtual JSON Server, & Tailwind to achieve full CRUD functionality.

- [View Code](#)

Full-Stack Capstone

Dan Flashes is a website specializing in custom shirt design, offering a creative platform for crafting unique shirts with a wide array of patterns and colors. Boasting millions of possible combinations, the site enables designers to personalize, name, and share their creations within the Dan Flashes community. This interactive tool is developed using React, Tailwind, and Django.

- [View Front-End Code](#)
- [View Back-End Code](#)

Nathan Chevalier

UI/UX Designer + Full-Stack Developer

As a game industry veteran and full-stack software developer, I bring a wide range of tools to any team I join. From wireframe design to prototyping and through to implementation, I cover the entire development process. For nearly a decade I have been creating unique player experiences in an active indie MMORPG. More recently I have attended the full-time NSS web development boot camp to hone my engineering and algorithmic thinking skills.

Web Development & Design Experience

○ *Nashville Software School* | July 2023 - January 2024

Software Developer Apprentice

Intensive full-time, six months software development bootcamp focusing on Python/Django development fundamentals and problem solving. The final three months of the program being executed in a simulated company environment with SCRUM methodology.

- Daily hands on application of OOP fundamentals through group and individual projects
- Created single page applications in JavaScript, as well as in the React framework
- Project management/tracking with GitHub project boards and issue tracking
- Source code/version control with Git/GitHub
- Solution Design: white-boarding and wireframes
- Leveraged Django for creating and editing server-generated web applications
- Created RESTful API's with Django REST framework
- Retrieved and stored database information with SQLite
- Practiced testing with Python's unit test framework
- Wireframed and Prototyped projects with Figma

○ *Illyriad Games Ltd.* | October 2012 - July 2022

UI/UX Designer | Creative Director | 2D/3D Artist

My time at Illyriad Games allowed me to grow my creative and technical skillset significantly in a professional environment while working on a live MMORPG. My responsibilities encompassed illustration, UI/UX design, graphic design, generating imaginative content, storefront management, community management, and game design.

- Contributed to game design decisions & feature implementation.
- Worked closely with a team of developers to translate Age of Ascent from a 3D environment in the web to the Unity game engine.
- Designed and oversaw implementation of the UI/UX for Illyriad's Ulv4 and Age of Ascent.
- Crafted cosmetic virtual goods, boosting overall game revenue.
- Gained extensive experience with Adobe Photoshop, Adobe Substance Painter, and Blender.
- Created an extensive library of stylized 3D models, illustrations, and UI components.
- Oversaw the creative strategy, user interface design, and the development of all visual assets for Age of Ascent, Illyriad Games Ltd.'s second MMORPG.
- Acted as interim community manager and coordinated Illyriad's first player meetup, Illycon.

○ *Spangler Entertainment* | July 2022 - July 2023

Graphic Designer | Office Manager

While conducting the duties as Office Manager at Spangler Entertainment I also worked extensively as the companies graphic designer. My experience here broadened my graphic design skills by providing new challenges and constraints and a wide array of projects.

- Created standard operating procedures for graphic design responsibilities at Spangler.
- Created reusable templates for Spangler's custom offerings, significantly lowering work hours on design projects.
- Managed and updated the company website, CRM tools, and price quoting applications.
- Achieved a balance between office management and graphic design, contributing to administrative efficiency, increased product quality, and overall client satisfaction.