

# NATHANAEL MOODY

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## Professional Summary

Results-driven Designer and creative technologist with a multidisciplinary foundation in real-time graphics, interactive systems, and user experience. Passionate about crafting world-class consumer products, I excel at driving the end-to-end design process from concept to polished implementation, with a strong emphasis on craft, quality, and user delight. My background demonstrates proven ability to set design vision for innovative experiences, rapidly prototyping, and collaborating cross-functionally to bring complex ideas to life with technical precision and a strong user focus.

## Technical & Design Skills

- Product Design & UX: Design Vision Setting, End-to-End Product Design, User Needs Analysis, Interaction Design, Prototyping, Usability Testing, Qualitative & Quantitative Research (leveraging signals), UI/UX Systems
- Web & Hosting: AWS S3 (Hosting), React.js, Next.js, Three.js, UI/UX Systems
- Programming & Scripting: JavaScript (Prototype-level engineering, React.js, Next.js), Python (Familiarity/willingness to learn), C++, Blueprint, HTML/CSS
- Real-time & 3D: Unreal Engine 5, Three.js, Blender, Real-time Rendering, Shader Programming (GLSL), Procedural Animation, 3D Visualization & Editing Tools
- Design Tools: Adobe Creative Suite (Photoshop, Illustrator, InDesign), Figma
- Collaboration & Tools: Git, GitHub, JIRA, Notion, Microsoft Excel, Cross-functional Communication, Dependency Management, Scoping & Scheduling

## Independent Technical Projects

Bottle Fluid Shader Simulation

*Three.js + GLSL | May 2025*

- **Designed and engineered** a physically reactive liquid shader, demonstrating high craft in **translating vision into a well-polished real-time interactive experience**.
- Implemented inertia-aware surface displacement and dynamic shading, showcasing **attention to detail** and a focus on delightful visual fidelity and performance optimization.
- This project exemplifies **zero-to-one product creation** by building a novel interactive effect from conceptualization to functional execution.

900° FPS Steering Animation System

*Unreal Engine 5 | August 2024*

- Built a fully synced, procedural system for first-person driving, demonstrating ability to own a product area and define user experience for a complex interactive mechanic.
- Developed an interactive steering mechanic with smooth return-to-center logic and seamless animation blending, ensuring a magical and intuitive user journey.
- Analyzed and optimized animation synchronization for accurate real-time feedback, rooted in delivering long-term sustainable value through precise user interaction.

First-Person Shooter Animation Set

*Blender | July 2024*

- Authored a complete FPS animation suite, focusing on **fluid transitions and gameplay responsiveness**, highlighting a commitment to **quality and polished implementation** for consumer products.

## Professional Experience

Creative Director & Visual Content Producer

*Stitch Note USA Inc. | Dec. 2015 – Aug. 2016*

- **Directed end-to-end creative projects from concept to execution**, producing digital assets and interactive prototypes that drove brand engagement and enhanced user interaction by 12%.
- **Set the bar for excellence and quality** by developing standardized templates and workflows, improving project turnaround time by 45% and ensuring consistent visual fidelity.
- **Collaborated cross-functionally** with marketing and product departments to align creative vision with business goals, resulting in a successful soft launch for a major trade show.
- Applied design thinking to create products that resonated with users, demonstrating an ability to **influence design outcomes** and deliver high-quality visual solutions.

## General Manager / Assistant Manager

*Planet Fitness Supreme LLC. | Aug. 2022 – April 2024*

- Managed all aspects of a new gym facility, including operations, safety audits and facility inspections, vendor services, and repair coordination, ensuring seamless functionality and safety by **discovering problems and implementing solutions** in a fast-paced environment.
- Developed and executed operational budgets, achieving cost savings of 10%, and produced detailed reports on performance and KPIs, leading adaptive strategies for continuous improvement.
- Managed day-to-day operations, including team recruitment, training, and performance monitoring for a staff of 12+, enhancing team efficiency and customer satisfaction through operational excellence and continuous improvement initiatives.
- Managed marketing materials, social media campaigns, and brand engagement strategies to drive customer retention.
- Maintained strong working relationships with property managers and external contractors.

## Additional Experience

### Guest Instructor – CPSC 223C Computer Science

*California State University, Fullerton | Spring 2022*

- Designed and delivered interactive coursework, creating engaging tutorials that empowered students to understand and apply creative concepts in digital environments, fostering knowledge sharing.
- Improved student performance and satisfaction by 78% through innovative teaching methods and interactive content, demonstrating an ability to guide a journey of learning and skill development.

### Personal Portfolio Site

*React.js, AWS S3, Github | June 22, 2025*

- Designed and developed a fully responsive web application using React.js to showcase creative and technical projects.
- Managed self-hosting and deployment processes leveraging AWS S3 for robust online presence.

## Education

### California State University, Fullerton

*Bachelor of Arts in Graphic & Web Design | May 2023*

## Certifications

- Adobe Certified Professional (Photoshop, Illustrator, InDesign, Acrobat Pro)
- Process Improvement Fundamentals