

Nathaniel Zapata

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EDUCATION

B.A., Game Design; Minor Graphic Design

High Point University

GPA: 3.7 | Honors: Bonner Leader Program, Dean's List

Relevant Courses: Game Development, Digital Prototyping, 3D Modeling, Animation for Video Games

May 2027

High Point, NC

PROFESSIONAL EXPERIENCE

Freelance Designer

Multiple Independent Clients

- Produced 3D models, textures, and renders for architectural visualization, product design, and game environments
- Translated client briefs into high-quality, stylized, or realistic models with strong attention to detail of desired requirements and references
- Balanced multiple client projects while maintaining clear communication, quality standards, and timely delivery

Jan 2024 - Present

High Point, NC

Game Designer

High Point University Summer Research Institute

- Designed an interactive HTML5 Unity game for a non-profit organization to promote community engagement
- Conducted research and creative planning to align project goals with organizational mission

June 2024 - July 2024

High Point, NC

CAMPUS INVOLVEMENT

President

International Game Developers Association

- Lead and coordinate a student chapter of the IGDA for the Game Design department of 100 students, fostering collaboration among aspiring game designers, artists, and programmers
- Organize professional development workshops including resume writing, portfolio building, LinkedIn competency, and guest speaker events for professional development and networking
- Direct an executive board of 8 team members to ensure proper communication, support event planning, and nurture partnerships with faculty and industry professionals to expand learning opportunities

April 2024 - Present

High Point, NC

Bonner Congress Representative

National Bonner Leader Program

- Represent the values of High Point University's Bonner community of 50+ students at monthly national Bonner Congress gatherings, advocating campus initiatives and service strategies to ensure transparency at the local level
- Supported coordination of service projects and community partnerships by ensuring attendance, booking room spaces, and creating marketing material to expand student engagement and impact across campus

Aug 2024 - Present

High Point, NC

SKILLS

- Software: Blender, Substance Painter, PhotoShop, Illustrator, Unreal Engine 5, GitHub
- Specialties: Hard-Surface Modeling, Texturing, UV Mapping, Environment Design, Rendering, Asset Optimization
- Soft Skills: Team Collaboration, Creative Problem Solving, Communication, Adaptability, Teachable, bilingual

PROJECTS

Crease vs The Reign of Tearer (UE5/Blender) - 6 - 3D Artist Generalist

Aug 2025 - Dec 2025

- Designed and implemented low-poly, High poly, UV unwrapped 3D models from concept to in-engine integration
- Collaborated with other artists, level designers, and programmers to match artistic themes with gameplay requirements
- Assured asset optimization and performance efficiency for in-engine us