

# Nathan Ross Powell (he/him)

CTO | Technical Director | Lead Programmer



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📍 Montréal, Québec, Canada	🇨🇦 Canadian Permanent Resident & British Citizen

## Summary

I'm a tenured developer with a strong passion for exceptional execution and collaborative leadership.

- Over **16 years** of experience in the game industry
- More than **six years** in technical leadership roles
- Guided a team in a studio leadership role for **two years**
- My programming journey spans **18+ years** and three console generations
- Lifelong gaming fan: Amiga → PS1 → Xbox → 360 → PS4 → PC 🎮

As a technical expert, I'm motivated to get involved with an organization's most critical tech challenges and craft solutions that satisfy players, devs and business realities. With clear operational goals, nothing is impossible.

In a leadership role, I create an environment where everyone can thrive and contribute their best to the gaming industry. I believe in giving my colleagues equal opportunity and high trust so we can succeed together.

## Skills

I'm a kinesthetic learner with the privilege of working in many roles during my career. My current focus has been:

*Technical Leadership • Technology Strategy • Project Management • Budgets • Scoping  
CI/CD • Cloud Computing • Engine Development • Pipeline Development • C++ Architecture*

I leverage these skills to lead by example and inspire the development team. I can jump into any challenge and create tech and processes that result in high-quality and happy developers. Recently I focused my impact at the top of the organization by optimizing plans and strategies to give time back to the project.

## Technologies

Here is a selection of the technologies I've been using to build successful strategies for international AAA teams and bootstrapping an indie company into full production. My toolkit is always evolving and being iterated on.

Programming & Developing	Operations & IT	Production & Business
C / C++ / C#	Jenkins / GitHub Actions	JIRA / GitHub Issues & Projects
Python / Powershell / Bash	AWS Console, EC2, S3, Amplify, etc.	Miro
GitHub / Perforce	Steamworks	Powerpoint / Slides
Unreal 5 / Unity 3d	React / Web dev / Netlify	Excel / Sheers
Custom C++ Engines / Dunia	Okta Admin / SSO Intergration	Teams / Discord
First Party Consoles / PC	Google Workspace Superadmin	Teamtaylor / Hiring Portal

## Experience

Additional fine-grained detail can be found on [LinkedIn](#).



### **CTO, Co-Founder**

[Goose Byte](#) - Sep 2021 - Jun 2023 (1 year 10 months)

In my [previous role](#) as the Co-Founder and CTO of Goose Byte, a game development studio specializing in Unreal Engine 5, I lead the technical vision and strategy of the company. My primary individual contribution was a runtime-generated pro-gen streaming world while helping to architect solutions for all the open-world and multiplayer-specific problems in a game of this scale. Additionally, I covered production and operation mandates via project pitching, scoping, hiring, onboarding, training and building a culture.



### **Technical Director**

[Behaviour Interactive](#) - Apr 2021 - Sep 2021 (6 months)

I worked with international clients and partners, scoped and pitched project proposals, and participated in studio-wide technical initiatives—a great environment to share knowledge with other talented and creative professionals in the game industry.



### **Technical Lead / Project Lead Programmer** - Dec 2019 - Apr 2021 (1 year 5 months)

**Technical Lead** - Aug 2017 - Dec 2019 (2 years 5 months)

**Senior Network Programmer** - Mar 2015 - Aug 2017 (2 years 6 months)

**Senior Online Gameplay Programmer** - Mar 2014 - Apr 2015 (1 year 2 months)

**Gameplay Programmer** - Aug 2012 - Apr 2014 (1 year 9 months)

[Ubisoft Montréal](#) 8 years 9 months

In my previous roles at Ubisoft, I have demonstrated my skills in technical leadership, collaboration, and problem-solving; E.g. creating frameworks used across projects and studios and guiding inner-source teams toward solutions that maximize productivity and happiness. I have successfully trained and supported teams of programmers, designers, and artists in developing and delivering high-quality games.



### **Experienced Programmer** - Sep 2011 - Jul 2012 (11 months)

**Programmer** - Aug 2010 - Sep 2011 (1 year 2 months)

[Codemasters](#) 2 years

I learned much about networking, gameplay and continuous integration processes that I still use today.



### **Programmer** - Jun 2008 - Jun 2010 (2 years 1 month)

**Placement Programmer** - Jul 2007 - Jun 2008 (1 year)

[Eutechnyx](#) 3 years

Part of my sandwich degree. I fixed showstopping memory card TRCs. Nothing phases me now.

## Education



### **Computer Games Software Engineering, BSc (Hons)**

[Northumbria University](#) Sep 2005 - May 2010 (4 years, 8 months)

- Graduated in June 2010 with First Class Honours (1:1)
- This was a 4-year sandwich degree program, with one year of mandatory work placement
- Dissertation titled "Procedurally Generated Complex 3D Terrain with User-Defined Regions"
- I utilized DirectX11, geometry and compute shaders, implementing marching cubes

## Projects

	<b>Title</b>	<b>Released</b>	<b>Company</b>	<b>Role</b>
1	<u>'The Signal'</u> <open world survival craft> <i>PC - Unreal Engine 5</i>	<TBC>	<a href="#">Goose Byte</a>	CTO, Co-Founder
2	<u>&lt;Three-lane runner for large IP&gt;</u> <i>Mobile - Unity3d</i>	Cancelled Project	<a href="#">Behaviour Interactive</a>	Technical Director
3	<a href="#">Rainbow Six Mobile</a> <i>Mobile - Unity3d / DOTS</i>	2023	<a href="#">Ubisoft Montréal</a>	Technical Lead / Lead Programmer
4	<u>&lt;Online Action Adventure PvE&gt;</u> <i>&lt;Unreleased engine&gt;</i>	Cancelled IP	<a href="#">Ubisoft Montréal</a>	Technical Lead
5	<a href="#">Watch_Dogs: Legion</a> <i>PS4, Xbox 1. PS3, Xbox360, PC - Dunia Engine, aka Disrupt</i>	2020	<a href="#">Ubisoft Montréal</a>	Senior Network Programmer
6	<a href="#">Watch_Dogs 2</a> <i>PS4, Xbox 1. PS3, Xbox360, PC - Dunia Engine, aka Disrupt</i>	2016	<a href="#">Ubisoft Montréal</a>	Network Programmer
7	<a href="#">Watch_Dogs</a> <i>PS4, Xbox 1. PS3, Xbox360, PC - Dunia Engine, aka Disrupt</i>	2014	<a href="#">Ubisoft Montréal</a>	Multiplayer Programmer
8	<a href="#">DiRT: Showdown</a> <i>PS3, Xbox360. PC, - Custom 'Racing Engine'</i>	2012	<a href="#">Codemasters</a>	Gameplay Programmer
9	<a href="#">Operation Flashpoint: Red River</a> <i>PS3, Xbox360, PC - Custom 'Action Engine'</i>	2011	<a href="#">Codemasters</a>	Gameplay Programmer
10	<u>Ride To Hell</u> <i>Custom 'Open World Engine'</i>	Cancelled Development	<a href="#">Eutechnyx</a>	Programmer
11	<a href="#">Ferrari: The Race Experience</a> <i>Wii, PS3 - Custom 'Racing Engine'</i>	2010	<a href="#">Eutechnyx</a>	Wii Programmer
12	<a href="#">Hot Wheels: Beat That!</a> <i>PS2, Wii, Xbox 360, PC - Custom 'Racing Engine'</i>	2007	<a href="#">Eutechnyx</a>	UI Programmer