

# Nathan Reeves

Game Developer

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## SKILLS

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**Languages:** C#, C, Swift, SwiftUI, Objective-C, Python

**Technologies:** Unity, ARKit, Core ML, TensorFlow Lite, nRF52, ESP32, BLE / HID firmware, PCB design, iOS & Android deployment, Firebase, humanoid animation

## PROFESSIONAL EXPERIENCE

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**Skategrounds** - Founder & Lead Developer

2024 - Present

- Built an end-to-end “gamified skateboarding” platform: custom sensor PCB, firmware, on-device ML, and a cross-platform app.
- Invented “Skate Sensor”: a skateboard mounted, bluetooth enabled, 9-axis IMU for recording flip trick motion data.
- Developed “Ride Detection”: a TensorFlow Lite model that classifies skateboard riding from accelerometer, gyroscope, and GPS data.
- Trained custom ML trick detection models on Skate Sensor time-series motion data.
- Built 3D flip trick replay, online games of SKATE and leaderboards across 23,000+ skate parks (iOS + Android).

**Reality Crisis** - Skate Gameplay Developer

2021 - 2023

- Built trick controls and advanced skate mechanics for Skatrix, a physics-driven AR skateboarding game co-developed with Rodney Mullen (shipped iOS, Android, Apple Vision Pro).
- Developed “AutoNav”: a new control system in AR where you aim where you want to go.
- Converted 2D trick swipe controls into 3D for Apple Vision Pro.
- Improved quality of the replay system and developed slow motion “bullet time” effect in AR.
- Experimented with Unity ML Agents, created an RL-based AI that plays the game.
- Created a modular character customization and cloud content delivery system.

**BOOM Interactive** - Unity Developer

2020 - 2021

- Prototyped a LiDAR room-scanning system that converts spatial features into 2D and 3D floor plans.
- Developed front end experience for 3D interior design app in Unity.

**Apple** - Technical Specialist

2017 - 2018

- Diagnosed and resolved software issues across the Apple product line. Explained complex technical concepts to non-technical customers.

## PROJECTS

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**Buttery Slomo** (2025 · iOS) Native SwiftUI slow-motion video app running frame interpolation model on device.

**Freerun AR** (2024 · iOS, Android) AR parkour game that scans surroundings into climbable geometry using Unity and Niantic ARDK. Humanoid animation and realistic center-of-mass flips.

**Remove Things** (2023 · iOS) Native SwiftUI photo and video object-removal app using inpainting model (Lama cleaner) running on Core ML. Built Metal compute shaders for faster YOLOv8 segmentation model output processing.

**BlueCubeMod** (2019 · ESP32, GameCube) Custom ESP32 PCB and firmware converting a GameCube controller into a Bluetooth HID gamepad. Open-sourced. Implemented GameCube controller protocol on custom firmware. Reverse engineered Nintendo Switch’s bluetooth connection protocol to make the mod compatible.

**Slime Racing** (2020 · iOS) Unity racing game with GameKit real-time multiplayer and realistic 3D slime simulation.

## EDUCATION

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**Coursework towards B.S. Computer Science** - University of Utah  
**Entertainment Arts and Engineering Program**

2015 - 2018