

NATHAN ARCHER

CREATIVE TECHNOLOGIST / SYSTEMS DESIGNER / MULTIDISCIPLINARY ARTIST

Pittsburgh, PA • business@nateunlocked.com

PORTFOLIO nateunlocked.com/work | **PLAYRS CLUB** playrsclub.co

◆ PROFILE

Multidisciplinary creative technologist with formal training in Game Art & Design. Architects interactive worlds, AI-assisted creative workflows, original audiovisual experiences, and modular systems that translate artistic direction into functional products. Leads concept development, system specifications, agentic implementation, testing, and creative QA. AI-assisted. Human-directed.

◆ CORE SYSTEMS DESIGN CAPABILITIES

Systems architecture • Workflow and agent orchestration • Modular pipelines • Human-in-the-loop approvals • Context and knowledge retrieval • Tool integration • Interface and interaction design • Requirements and technical specifications • Prototyping • Testing, QA and iteration • Asset and project organization • Creative technology direction

◆ SELECTED WORK & DESIGNED SYSTEMS

ORACLE + QUILL | AI-assisted creative operating system / desktop assistant

- Architected a modular creative OS coordinating agent workflows, director approvals, documentation, project context, and production tools.
- Directed development of QUILL: voice/text interaction, searchable creative archives, lyrics and quote retrieval, source-backed continuity, and private local workflows.
- Designed operational rules for permission boundaries, failure handling, dispatch, test coverage, latency, and human authorization.

PLAYRS CLUB + NATEUNLOCKED | Interactive artist platform / portfolio ecosystem

- Conceived and directed an interconnected web ecosystem for artist-owned worlds, portfolio presentation, digital galleries, and audiovisual experiences.
- Designed domain-based world navigation, cinematic transitions, creative service pages, and commerce-oriented artwork presentation.

CLUBS ERA / THE CORE | Interactive worldbuilding / narrative systems

- Created a 13-chapter original world with an interactive CORE environment, character and visual systems, spatial storytelling, and sound-reactive concepts.
- Directed browser-based 3D prototypes and Unreal Engine exploration; designed environmental rules, memory fragments, perspective mechanics, and asset continuity.

NATHAN ARCHER MUSEUM / WORLD PIECES | Digital / physical collectible experiences

- Designed gallery presentation for original artwork and AI-directed visuals, with print editions and optional connected audio or interactive experiences.
- Developed PANTHER as a framework for artwork-centered private interactive worlds and custom commissions.

ARCHER AUDIO / PROJECT RAVEN | Audio production / creative direction

- Produce original hip-hop and R&B instrumentals, immersive sound design, Foley, dialogue-driven audio scenes, and cinematic music experiences.
- Direct multidisciplinary releases integrating original compositions, character voices, visual concepts, and sonic storytelling.

EXPRESSIVE HELMET | Wearable design / interactive prototype

- Created an original helmet concept with high/low-poly models, sculpt assets, texture variants, and experimental expression/face-tracking tests.

◆ TOOLS & METHODS

Creative technology: Claude Code, OpenAI/Codex, LLM-assisted workflows, prompt and context engineering, AI visual pipelines, human-directed QA. • Production: FL Studio, Unreal Engine, Blender, 3D modeling/sculpting/texturing, audiovisual editing, character design, illustration, spatial design. • Delivery: requirements documentation, handoffs, iteration, stakeholder review, asset management.

◆ PROFESSIONAL EXPERIENCE

PLAYRS CLUB LLC / ARCHER PROJECT — Independent Creative Systems Designer & Artist

Independent practice | Pittsburgh, PA | 2+ years of interactive and creative-technology production

RIVERS CASINO — Table Games Dealer

High-volume customer-facing operations requiring fast decision-making, mathematical accuracy, clear communication, and composure.

◆ EDUCATION

BACHELOR'S — GAME ART & DESIGN | The Art Institute of Pittsburgh | 2018