

# Nathan Pfau

Software Engineer

natepfau@yahoo.com

321-279-4562

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## Experience

### **United States Post Office - Superior, WI**

**July 2018 – Current**

Title: City Carrier

- Deliver mail accurately to each address
- Prepared all classes of mail to be delivered in order every morning
- Collected money for postage due fees and obtained signatures for registered and certified mail
- Completed a daily pre-trip inspection of my vehicle every day

### **International Game Technology - Las Vegas, NV**

**June 2013 – June 2017**

Title: Software Engineer

- Worked with a team of developers to ship 10+ slot games in Unity/C# including Wolf Run Party Time and San Xing Bao Xi Dragon Dynasty
- Helped create an automated daily build and deploy process in TeamCity to help speed up the testing process and demonstrate the current build to stakeholders
- Took Scrum Master training and helped implement the Scrum process into my studio
- Represented my studio and met with other studios to share coding practices with each other
- Instructed and guided new engineers learn our SDK through tutorials

### **Open Path Products - Annapolis, MD**

**November 2011 – May 2013**

Title: Wireless Software Developer

- Worked with a team to create and debug mobile applications for Android, Windows Phone 7, Windows Phone 8 and Windows 8 including Words with Friends and Big Buck Hunter
- Specialized in porting from iOS to Android and Android to Windows
- Quickly familiarize myself with existing code bases
- Transferred full programs from one language to another including Objective-C to Java/Android SDK and Java to C#/XAML
- Performed testing on Physical devices as well as the android emulator
- Worked closely with the testing team to ensure the application meets manufacturer and carrier standards

## Education

### **Full Sail University - Winter Park, FL**

**September 2009 - September 2011**

- Bachelor of Science in Game Development

## Skills

- Languages: C#, C++, Java, XAML
- Software: Unity, TeamCity, Perforce
- Other: Scrum Master training