

# Nathan Pfau

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LinkedIn: <https://www.linkedin.com/in/natepfau/> | GitHub: <https://github.com/bobswiftfoot> |

Portfolio: <https://bobswiftfoot.github.io/portfolio/>

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Web Developer with game development experience. Skills in HTML, CSS, Javascript, C#, Node.js and strengths in teamwork, planning and organization including Scrum Master training. Launched a variety of slot machine games including standalone and server connected games. Worked on a team of 3 to create an HTML website to organize a set of APIs for easy user access. Excited to put problem solving skills to work by assessing, creating and improving on a variety of programs.

## Skills

- Languages: HTML, CSS, Javascript, Node.js, MySQL, GraphQL, MongoDB, React, C#, C++, Java, XAML, Express
- Software: Unity, TeamCity, Perforce, Github, Heroku
- Other: Scrum Master training

## Projects

**The Pet Outlet** | [codefellas-pet-shop.herokuapp.com/](http://codefellas-pet-shop.herokuapp.com/) | [bobswiftfoot.github.io/pet-shop](https://bobswiftfoot.github.io/pet-shop)

- Summary: A website to buy pet food and accessories.
- Role: Backend developer. Created Admin Panel
- Tools: HTML, CSS, JavaScript, Node.js, Express, MongoDB, Mongoose, React

**Pet Sitting** | [rockstars-pet-sitting.herokuapp.com/](http://rockstars-pet-sitting.herokuapp.com/) | [bobswiftfoot.github.io/pet-sitting](https://bobswiftfoot.github.io/pet-sitting)

- Summary: A website to request and volunteer to sit and walk pets
- Role: Backend developer
- Tools: HTML, CSS, JavaScript, Node.js, Express, Heroku

**Pokemon Database** | [/bobswiftfoot/bootcamp-project-1](https://bobswiftfoot/bootcamp-project-1) | [bobswiftfoot.github.io/bootcamp-project-1](https://bobswiftfoot.github.io/bootcamp-project-1)

- Summary: Search for general Pokemon information and all the TCG cards available
- Role: Sole author
- Tools: HTML, CSS, JavaScript, Foundation

## Relevant Experience

**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 the studio
- Represented the studio and met with other studios to share coding practices with each other
- Instructed and guided new engineers learn internal 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 become familiar 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

**Additional Experience****United States Post Office - Superior, WI****July 2018 – Current****Education****University of Arizona - Online****April 2021 - October 2021**

- Certificate in Full Stack Web Development

**Full Sail University - Winter Park, FL****September 2009 - September 2011**

- Bachelor of Science in Game Development