

Nathan Pfau

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

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

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

Projects

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

Readme Generator | [/bobswiftfoot/readme-generator](https://github.com/bobswiftfoot/readme-generator)

- Summary: Uses Inquirer to prompt questions and create a formatted Readme file
- Role: Sole author
- Tools: JavaScript, Node.js, Inquirer

Code Quiz | [/bobswiftfoot/code-quiz](https://github.com/bobswiftfoot/code-quiz) | bobswiftfoot.github.io/code-quiz

- Summary: Answer some coding questions and submit a high score
- Role: Sole author
- Tools: HTML, CSS, Bootstrap, JavaScript, jQuery

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 Phoenix -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