

# NILES DORN

---

## Contact Information:

207-798-2305  
[nilesdorn@gmail.com](mailto:nilesdorn@gmail.com)  
10 Longfellow Ave.  
Brunswick, ME  
04011

## LinkedIn:

<https://www.linkedin.com/in/nilesdorn/>

## Portfolio Website:

<http://nilesdorn.com>

## GitHub:

<https://github.com/nilesdorn>

## References:

Sherrill Herring  
Pomona College  
Music Facility General Manager  
[sherrill.herring@pomona.edu](mailto:sherrill.herring@pomona.edu)

Rachel Beetz  
Pomona College  
Lecturer, Electronic Music  
[rachelbeetz@gmail.com](mailto:rachelbeetz@gmail.com)

Liron Lerman  
Post Reality  
Founder and General Manager  
[llerman@glimpsegroupp.io](mailto:llerman@glimpsegroupp.io)

## SKILLS

### Software

#### Development

- C#
- Python
- Unity
- Unreal
- VR & AR Experience

### Music &

#### Sound Design

- Ableton Live
- Audacity
- Recording, Studio & Field
- Mixing Experience

### Other

- Jira/Agile
- Git
- Microsoft Excel
- Google & Microsoft Office Suites

### Soft Skills

- Critical Thinking
- Creativity
- Organization
- Analytical
- Problem Solving

## INDEPENDENT PROJECTS

### VR Orbit Visualization

Independently developed a VR application using Unity and C# to display and manipulate orbital data of asteroids and comets within our solar system.

### Dejarik

Developed and released a two-dimensional, two-player sprite-based board game using Unity and C#.

### Independent Electronic Album

Composed, produced, mixed, and released an eleven-track electronic album using Ableton Live 11.

## EXPERIENCE

### Head Music Librarian, Pomona College; Claremont, CA — Fall 2022

Maintained schedules and allocated tasks for a team of 12 student staff members, while adhering to deadlines and reporting to a direct supervisor.

### Remote Observer, Pomona College; Claremont, CA — Summer 2022

Worked with the Pomona College-NASA Jet Propulsion Laboratory observing team to collect and analyze observational data on near-Earth objects.

### AR Software Development Intern, Post Reality; New York, NY — Summer 2021

Worked with a small team to build Post Reality's flagship app in Unity from conception to release and provided in-depth quality assurance.

### Projects Intern, Chime Interactive; San Francisco, CA — Summer 2020

Collaborated with a small team to develop and employ digital marketing strategies for both individual and professional clients.

## EDUCATION

### Pomona College, Claremont, CA

Major: Physics and Astronomy

Year of Graduation: December 2022

GPA: 3.42