

Nick Pfister

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EDUCATION

UNIVERSITY OF CALIFORNIA, LOS ANGELES

Bachelor of Science in Astrophysics, 2017

SANTA BARBARA CITY COLLEGE

Physics and Computer Science (transfer), 2014

PROFESSIONAL EXPERIENCE

Planetary Gaming, *Los Angeles, CA.*

CO-FOUNDER / UNITY DEVELOPER (Feb. 2017— Present)

- Accepted to the 2018 Startup UCLA Accelerator Program.
- Developed and shipped 3 mobile games using Unity and C#, working on 4th game.
- Developed proficiency with ARCore, ARKit, Photon Unity Networking (PUN), and PlayFab.
- Created system to convert Excel Spreadsheets into objects which may be used and edited in Unity.

JYC.IO, *Santa Monica, CA.*

SOFTWARE DEVELOPER (CONTRACT) (Oct. 2018— June 2019)

- Created several multiplayer AR games for mobile and magic leap devices using Unity.
- Created systems to sync the physical positions of two or more networked players with their in-game positions.

310Tutors, *Los Angeles, CA.*

MATH TUTOR (Sept. 2017— Dec. 2018)

- Private tutor for students ranging from age 9 to 18 for math levels up to multivariable calculus.
- Communicated with parents and students to develop personalized lesson plans.

Toyon Research Corporation, *Goleta, CA.*

INTERN (Aug. 2014—Sept. 2016)

- Antenna group intern with a focus on data collection and analysis.
- Created visualization software with graphical interfaces.

Very Energetic Radiation Imaging Telescope Array System (VERITAS), *Los Angeles, CA.*

Systems Administrator (March 2015—March 2016)

- Administered SSH access for telescope data.
- Performed maintenance and backup of RAID system.
- Provided Linux support for UCLA Physics & Astronomy department.

Skills

- Languages: *C#, Python, C++*
- Applications: *Visual Studio, Unity, Blender, Adobe Photoshop, Adobe Illustrator*
- Operating systems: *Windows, Linux*
- Creative: *Adobe Creative Suite*
- Math: *Linear Algebra, Multivariable Calculus*