Nick Pfister

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Portfolio: www.nickpfister.com

EDUCATION

UNIVERSITY OF CALIFORNIA, LOS ANGELES
Bachelor of Science in Astrophysics, 2017

PROFESSIONAL EXPERIENCE

Planetary Gaming, *Los Angeles, CA.*
CO-FOUNDER / UNITY DEVELOPER (Feb. 2017— Present)
- 2018 Startup UCLA Accelerator alumni.
- Developed and shipped 3 mobile games using Unity and C#.
- Developed proficiency with ARCore, ARKit, Photon Unity Networking (PUN), and PlayFab.
- Created custom editor interfaces to reduce development time and encapsulate complexity.

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.
- Helped set up project management software to track features and bug reports.

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#, HTML/CSS, JavaScript, Python*
- Applications: *Visual Studio, Unity, Blender, Adobe Creative Suite*
- Operating systems: *Windows, Linux*
- Math: *Linear Algebra, Multivariable Calculus*
- Misc: *ARKit, ARCore, AR Fundamentals, PUN, PlayFab*