Nick Pfister

SOFTWARE ENGINEER

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EXPERIENCE

CAREER BREAK: TRAVEL – MAR 2023-PRESENT (ANTICIPATED APRIL 2024 RETURN)

- Took a planned career break to visit 20 countries across Europe, Africa, Asia, and South America.
- Created a SwiftUI animal-spotting app in difficult physical environments with little to no internet connection in Africa during a 2 month journey from Nairobi to Cape Town.

SOFTWARE ENGINEER, JAM CITY; BURBANK, CA – 2019-2023

- Led engineering of high profile, live operable features for the top grossing mobile game *Disney Emoji Blitz* in a cross functional team of designers, artists, and animators utilizing Unity and C#.
- Selected by senior producers as the sole engineer for the following notable features:
  - *Photo Hunt Event:* a monolithic new game type built upon legacy systems unknown to current teammates.
  - *Premium Prize Wheel:* a new IAP product whose bug-free launch contributed in making it the most profitable feature in the entire company's portfolio.
  - *Weekly Prize Calendar:* the front-most player facing feature viewed by every player, every day
- Envisioned, sought buy-in from senior management, and implemented major tech initiatives including:
  - *Preview system*, which allowed engineers to rapidly prototype new features without launching the game
  - *Automated reskin system*, which eliminated off-cycle releases, saving over 40hrs/month of QA time
- Mentored both senior colleagues, peers, and cross functional partners in both formal and informal settings. Managed onboarding for engineers and UI designers, promoted career development, and taught interested personnel to code.
- Gave presentations to explain existing systems and advocate for improved architectural practices. Strong focus on increasing engagement and reducing technical jargon to build arguments for technical and non-technical colleagues. Example topics include UI best practices, creating preview-able features, and writing effective design documents.

FOUNDER/CEO, PLANETARY GAMING (STARTUP UCLA ACCELERATOR 2018); LOS ANGELES, CA – 2017-2019

- Founded an augmented reality (AR) gaming studio, recipient of the Barry Egger Seed Fund and selected for the highly competitive Startup UCLA Accelerator class of 2018.
- Built and published 3 titles including a multiplayer AR "asteroids" themed game, an AR recreation of the classic "snake," and a 2D randomly generated dungeon crawler. Examples visible on portfolio website.

SELECTED PERSONAL PROJECTS

- *MyVocab* (2023), a cross-platform app which allows you to collect foreign vocab words to study (SwiftUI).
- *DCDC* (2022), a multiplayer networked rhythm game featuring a dancing mascot, built in a 3 day hackathon (Unity).
- *Runlines* (2020), an app to track your progress against a running training plan using data from HealthKit (SwiftUI).

SKILLS & EDUCATION

- **Education:** University of California Los Angeles – Astrophysics, 2017
- **Programming Languages:** C# (7 years), Swift (3 years), Objective C (6 months); college courses in Java, C, and C++
- **Technologies/Frameworks:** Unity, SwiftUI, CoreData, CloudKit, ARCore, ARKit
- **Other:** Italian speaker (B1), 3 time marathon runner