

# Nathian Myers

480-255-3285

nathian.myers@gmail.com

www.nathian.com

## **Developer Skills**

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Salesforce Developer / SQL / MySQL / IBM Cast Iron Integration / HTML5 / CSS3 / UI / UX / PHP / JQuery / Adobe CS6 / Adobe CC / JavaScript / OsCommerce / Big Commerce / Big Commerce Database Editing – Import - Export / Godaddy Hosting / Plesk / C#, C++ OOP / XP, Win 7, Win 8, Office 2010 / Mac OS X / Camtasia / Unreal 2 & 3 Engine / UDK / Unity Engine

## **EXPERIENCE**

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### **Zayo**

Boulder, Colorado

2014 – 2016 Application Developer

#### **Position Accomplishments**

- Custom Salesforce Development
- IBM Cast Iron Integration
- DevOps working with large team with git
- Mentoring and teaching other developers to develop

### **ToyJunkies**

Chandler, Arizona

2013 – 2014 IT Director

#### **Position Accomplishments**

- Created mirrored product E-Commerce sites with large databases
- Built multiple E-Commerce sites
- Created custom email marketing campaigns with Constant Contact

### **Cactus Valley Pools**

Gilbert, Arizona

2010 – 2013 IT Director

#### **Position Accomplishments**

- Created over 1+ million in online sales from \$0 online sales
- Compiled and mirrored over 900 splash pages
- Built custom email marketing ads with Constant Contact
- Built Google AdWord Campaigns, creating over 19 million impressions
- Developing websites from psd concepts and from scratch meeting today's current standards
- Provided IT needs for corporate office and 22 remote stores in Arizona

### **Lifestyles Media Group**

Phoenix, Arizona

2008 – 2010 Web Developer

#### **Position Accomplishments**

- Created over 250 client corporate websites, implemented SEO / SEM
- UI / UX development and design strategy and implemented web videos
- Created and maintaining custom web marketing campaigns for various clients

### **Nano Light Games**

Tempe, Arizona

2015 – Present Developer | Owner

#### **Position Accomplishments**

- Developing Legend of Orion FTPG for Mobile/Tablet Release 2016
- Developed and worked in multiple game engines Unreal 2&3 UDK, Citrus, & Unity Game Engines
- Mentoring and teaching other developers to develop video games from start to finish

## **EDUCATION**

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- 2016 PHD – Organizational Leadership Grand Canyon University
- 2011 Masters of Science – Entertainment Business Full Sail University
- 2008 Bachelor of Arts – Game Design Collins College School of Design