



[www.nolentabner.com](http://www.nolentabner.com)  
[nolen@nolentabner.com](mailto:nolen@nolentabner.com)

## HI!

I am a creative engineer with a forward-thinking approach to solving problems. My passion is to drive impact through my work and I am most fulfilled when I can empower those around me to do their best.

## SKILLS

- AR development
- Blender
- C# / Unity 3D
- Dart / Flutter
- Dependency Injection
- Game Design / UX
- Git / SVN / Perforce
- Mobile & Console dev
- Multiplayer architectures
- Node / JS / TypeScript
- UI Engineering
- "Zero to one" experience

## EDUCATION

**The Art Institute of Phoenix**  
B.A. Software Development  
2004-2007

**High-Tech Institute**  
A.S. Graphic Design  
2002-2003

# NOLEN TABNER

## EXPERIENCE

### Niantic, Inc.

*August 2021 - Present*

Senior Software Engineer, AR

- Prototyped, user tested, and shipped new social AR experiences for Pokémon GO
- Led the upgrade and refactor of Pokémon GO's entire AR architecture, making it easier to ship new AR features
- Built real-time multiplayer XR experiences for headsets and mobile devices using the latest Niantic ARDK capabilities

### Tally Up!

*September 2019 - August 2021*

Lead Software Engineer

- Worked with CEO to guide key technical aspects of mobile client
- Managed and coached junior engineers: teaching best practices for delivering while keeping technical debt to a minimum
- Designed and shaped core client architecture using Unity 3D, scaling from prototype to post product launch

### Age of Learning

*December 2016 - September 2019*

Senior Software Engineer

- Developed new features for the ABCMouse.com mobile app, including a new Shopping experience, Pet Park, and Library
- Played a principal role in building and launching a new mobile product (ReadingIQ) within a 6 month timeline
- Handled task assignments and mentoring for junior engineers

### Evil Studios Limited

*March 2016 - December 2016*

Senior Mobile Developer

- Developed a new mobile game using Unity 3D while leading a small engineering team

### BLT Communications

*October 2013 - December 2015*

Software Developer

- Served as lead engineer on high profile web and mobile projects, managing technical decisions and small engineering teams

### Zynga

*June 2012 - June 2013*

Software Engineer

- Implemented client features, including cross-promotion framework for The Ville, a game with over 60 million monthly users (August 2012)
- Wrote Global Leaderboard architecture for Zynga Slots client, which integrated with server-side APIs and provided additional revenue