NOLEN TABNER

nolentabner.com

nolen@nolentabner.com

HI!

I am a creative programmer experienced in cross-platform multimedia and creating great user experiences.

SKILLS & EXPERTISE

- ActionScript
- Agile development methods
- C#
- Game Development
- Git, SVN, Perforce
- Grunt / NPM / Node.js
- HTML / CSS / SASS / LESS
- Javascript
- JQuery / Backbone
- Mobile & Console development
- QA and Debugging
- UI Engineering
- Unity 3D
- User Experience
- Virtual Reality

EDUCATION

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

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

EXPERIENCE

Evil Studios Limited
Senior Mobile Developer   *March 2016-Present*

+ Designed and wrote core mobile game client architecture utilizing Unity 3D, monetization systems and third party push notification services. Handled deployments and build automation.

+ Led a small team of engineers, conducting technical reviews, task assignments, and education.

+ Worked closely with a multidisciplinary team, including artists, writers, QA, and studio founders.

BLT Communications
Software Developer   *October 2013-December 2015*

+ Built rich multimedia sites to deliver seamless experiences to users through modern web technologies.

+ Served as lead engineer on key client projects, managing architecture and a team of engineers.

+ Constructed new codebases while maintaining existing systems.

Zynga
Software Engineer   *June 2012-June 2013*

+ Implemented features and setup cross-promotion for The Ville, a game with over 60 million monthly users (August 2012).

+ Acted as Development Lead for the Content team, taking control of merging / reintegrating multiple code bases and updating tools.

+ Wrote Global Leaderboard architecture for Zynga Slots, which integrated with server-side APIs and provided additional revenue.

Edge of Reality
User Interface Programmer   *April 2010-November 2011*

+ Used Scaleform engine to create screens for Xbox 360 and PS3 versions of The Sims 3, The Sims 3 Pets, and Dragon Age II.

+ Drafted and engineered Options Menu and Town Map screens with a focus on object-oriented design.

+ Wrote reusable ActionScript components to be utilized across multiple screens with support for data providers and scalability.