



nolentabner.com

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HI!

I am a creative engineer proficient in cross-platform development with a passion for building fun experiences.

SKILLS

- ActionScript
- Agile development methods
- C#
- Dart /Flutter
- Dependency Injection
- Game Development
- Git, SVN, Perforce
- HTML /CSS /SASS /LESS
- Mobile & Console development
- Node / JavaScript / TypeScript
- QA and Debugging
- UI Engineering
- Unity 3D
- User Experience
- VR/AR Prototyping

EDUCATION

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

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

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EXPERIENCE

Age of Learning

Senior Software Engineer

December 2016 - Present

- + 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, reviews, and training for junior engineers. Wrote cross-platform plugins for iOS and Android.

Evil Studios Limited

Senior Mobile Developer

March 2016 - December 2016

- + 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.

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.

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).
- + 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 building reusable components.