



www.nolentabner.com
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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

- Agile development
- C# / Unity 3D
- Dart / Flutter
- Dependency Injection
- Game Design / UX
- Git / SVN / Perforce
- Mobile & Console dev
- Node/JS/TypeScript
- UI Engineering
- Client-Server architecture
- "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

Tally Up!

September 2019 - Present

Lead Software Engineer

- Works with CEO to guide key technical aspects of mobile client
- Manage and coach 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, reviews, and mentoring for junior engineers
- Wrote cross-platform plugins for iOS and Android

Evil Studios Limited

March 2016 - December 2016

Senior Mobile Developer

- Designed and wrote core mobile game client architecture utilizing Unity 3D, monetization systems, and third party push notification services
- Led a small engineering team, conducting technical reviews, task assignments, and education

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

Edge of Reality

April 2010 - November 2011

User Interface Programmer

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