

David W. Fritcher

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PROFESSIONAL EXPERIENCE

Nerd Ninjas

July 2024 to Present

Senior Software Engineer

1 Ferry Bldg ste 200, San Francisco, Ca 94111

- Building mobile and VR games to run on Meta's Horizon Worlds platform.
- Create functional scripts using the Typescript coding language.
- Deploy assets through Unity to Meta's servers.
- Assist in design discussions
- Create prototypes for design exploration.

Niantic Labs

May 2022 to June 2023

Senior Software Engineer

1 Ferry Bldg ste 200, San Francisco, Ca 94111

- Create client apis for game teams to send telemetry data to analytic servers.
- Design, create and implement a newsfeed service for marketing to send game notifications to players.
- Design software apis for game integration with backend systems.
- Architect unified structure across all client projects to ensure uniformity and ease of integration.
- Test implementations in Unity based mock software.
- CI/CD and unit test code using mocks and asserts through NUnit.
- Build locally with Gradle, Android Studio, and Xcode.

Caterpillar

October 2019 to May 2022

Unity 3D Application Developer

501 SW, Jefferson Ave, Peoria, Il 61630

- Develop and maintain a content creation tool for troubleshooting Caterpillar machines.
- Integrate 3D models of multiple types, fbx, pvc, unity bundle.
- Develop 3D model manipulation to extract metadata, such as part numbers.
- Work with business to implement new features.
- Work with business to design UI/UX.
- Develop new innovation projects resulting from business needs.

Underbite Games

March 2017 to September 2019

Unity 3D Game Developer

3680 44th St SE, Kentwood, Mi 49512

- Develop companion mobile application for Malifaux tabletop game on Android and iOS
- Develop Tournament app for window application to communicate with mobile app
- Develop UI/UX solutions for navigating menus.
- Integrate 2D/3D assets into projects.

EDUCATION

Davenport University, Grand Rapids, Michigan - Bachelor's of Applied Science 2010 for Game Theory and Design.

SKILLS

- 5+ years building games for various platforms.
- 5+ years working with CI/CD in GitLab,
- 5+ years working with Unity3D
- 15+ years developing enterprise applications using C#.NET.