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LANGUAGES
    ActionScript, Javascript, PHP, MySQL, Flex, CSS, HTML, XML, UML, Python (novice)

LIBRARIES
    jQuery, Facebook API, Ant, AIR, GreenSock, Starling, Box2D, SwiftSuspenders, Papervision3D, FlexUnit, Robotlegs, Flixel, PushButton Engine, Mockolate, StandingWave, Signals, CASA Lib, Zen Cart CMS, Wordpress (administration), Drupal (administration)

SOFTWARE
    Git, SVN, Jenkins, Charles, Kibana, Firebug, Chrome Developer Tools, IntelliJ IDEA, Eclipse, StarUML, ArgoUML, FileZilla, Scout, TexturePacker, Flash Builder, Flash, Photoshop, Illustrator, Fireworks, After Effects, 3DS Max, Maya

METHODOLOGIES
    Agile, TDD, OOAD, W3C standards, cross-browser compatibility

WORK EXPERIENCE

Software Engineer (Front End)   9/13–12/15
Rockyou   San Francisco, CA

Lead Client-Side Engineer on two of three assigned large Facebook games. Worked regularly with remote employees in distant time zones. Trained overseas developers during project hand-off. Worked closely with artists to address pipeline issues and explain technical hurdles. Average team size of 14 people in total with 4 engineers—different Agile workflows in each team. Constantly added content and features to all games.

✪ Mobile (iOS, Android, Fire) and Web browser Flash version of "Words of Wonder", a 150k DAU ex-Disney Facebook word game. Flash/Adobe AIR front end with Java/MySQL back end. Codebase shared between the game's separate Web and mobile versions. Features: custom spreadsheet-based CMS, Google AdMob, Playhaven, Tapjoy, FB wall posts, FB friend invites, gifting, player messaging, stranger gifting, player data sync between game versions, internationalized across 5 languages

✪ Synchronous multiplayer (150k DAU) fashion RPG Flash Facebook game, "Mallworld". Player data stored large inventories of collectible in-app purchases. Features custom CMS, interconnected rooms of players

✪ Synchronous multiplayer (10k DAU) bingo Flash Facebook game. Features: live chat, in-app purchases, internationalized across 4 languages

Software Engineer   4/13–8/13
Compass Learning   Austin, TX

Helped convert entire suite of close to 10,000 educational software activities from existing Adobe Flash implementation to an Adobe AIR version for iPad.

✪ ActionScript 2.0→3.0 conversion and redesign of old AS2 application responsible for playing sequences of interactive modules. New version applies templated behaviors to code-less interactive SWF movies via strategy pattern, parses lengthy XML config files, manages transitions, lazy asset loading. Libraries: Signals, LoaderMax, SwiftSuspenders

Web Developer/Designer   3/12–3/13
self-employed   Austin, TX

Developed interactive Web-based media, including design/development of simple PHP/Javascript/HTML/CSS websites. Ensured timely project delivery for remote clients via continuous clarification of specifications.

✪ Expandable interactive Flash video gallery banner ads using *Google DoubleClick* and *Yahoo! Ads* made for Project C

✪ Small company websites

Instructor – Game Creation   5/12–7/12
iD Tech Camps / internalDrive   Austin and San Antonio, TX

iD Tech Camp is a summer camp for ambitious, tech-savvy students that want to learn how to make something technical, like a video game or a robot.

Prepared lesson plans and taught classes of 8 students ages 10–15. Ensured all students met curriculum goals. Planned and lead indoor and outdoor games and activities. Fostered fun and safe environment while helping students think creatively. Continuously supervised all students, applying behavior management techniques to enforce rules and safety regulations.

✪ Taught "Game Creation: Arcade and Platform" class using *Clickteam Multimedia Fusion 2 Developer* software. Students learned the fundamentals of computer programming for the first time and used them to create their own video games

Software Engineer
Powerhouse Animation Studios
12/09–5/12
Austin, TX

Hired onto 3-person team as full-time game programmer to develop large project led by Sony Online Entertainment. Fostered development of new programmer after all other programmers left. Became sole operative programmer in studio. Worked directly with clients to clarify requirements, managed project timelines on collaborative and individual projects, made design decisions to address changing project needs, provided instructions to varying teams of artists.

✪ XML data-driven Flash puzzle game ([Pipe Mania](#) clone) written in ActionScript 2.0 for Sony Online Entertainment's *DC Universe Online* franchise. Deployed to Sony's Flash game portal. Strictly followed game design documents and Sony's game designers' instructions. Internationalized across 3 languages.

✪ Flash airplane platformer game written in ActionScript 3.0. Deployed to dedicated hardware cabinet with throttle controller at Bob Bullock Texas State History Museum's "Tango Alpha Charlie" exhibit. Features: Strategy Pattern, physics, separate Adobe AIR apps run in background to restart program and prevent users from exiting. Designed gameplay mechanics and UI

✪ Flash 3D flight simulator game in ActionScript 3.0 with Papervision3D

✪ Flash trivia game written in ActionScript 3.0 for Sears. Deployed to Facebook. Uses both ActionScript and JavaScript Facebook APIs. Features used: social graph ("Graph API"), friends list, and wall posting. User data logged into MySQL database

Web Marketing Specialist
teleNetwork
4/09–12/09
Austin, TX

Hired to lead design and development of new company branch's Web presence, lead current Web front-end initiatives, and produce websites for internal use. Worked with a marketing team and IT department.

✪ XHTML/CSS website with Flash header, banner and content embedded using SWFObject 2.1. Thorough market analysis conducted prior to design, ensuring competitiveness

✪ Liquid layout XHTML/CSS design created to replace existing interface for in-house corporate portal. Interviews conducted with team leaders before design to ensure everyone's needs were met

✪ Flash presentation with procedural animations in object-oriented AS3. Used to illustrate concepts behind company's new initiative during meetings with prospective customers and displayed during during telecommunications conventions

Web Developer
Backlot Imaging
6/08–12/08
Milwaukee, WI

Hired as one of two programmers assigned to big-budget ActionScript 3.0 project; continued work after project's success. Collaborated with professional team of about five designers and developers. Discussed project details at meetings with outsourced designers.

✪ Object-oriented, XML-driven Flash (ActionScript 3.0) mini-website for large hospital website, designed for annual reuse. Previous version made within Flash authoring tool was becoming non-maintainable. SWF file used as dynamic shell for XML content. Eight variations of website served from PHP, using query string to select content location

✪ E-commerce website using Zen Cart, a PHP/MySQL CMS

Web Developer/Designer
Milwaukee Public Schools
2/06–5/09
Milwaukee, WI

Worked in-house in 2006, left for Korea, re-hired after returning from Korea, then worked remotely in 2009 after moving to Austin. Worked in Communications & Public Affairs Department, creating websites and marketing materials. Presented at meetings with several schools in the district and coordinated projects with neighboring departments in a large organization. Provided training when handing off websites to inexperienced school webmasters.

✪ XHTML/CSS/PHP school websites, some with object-oriented embedded Flash. Many sites internationalized across 2–3 languages

✪ High-profile district portal homepage in XHTML/CSS for existing CMS. Conducted district-wide survey, gauging user preferences before launch

EDUCATION & CERTIFICATIONS

Certified Software Development Associate (CSDA)
IEEE Certification Exam   2008

BS cum laude in *Digital Arts & Design*
Academy College in Minneapolis, MN (emphasis: C.S., 3D Animation)   2003–2005
University of Wisconsin–Milwaukee (emphasis: C.S., Art, Film)   2001–2003