

HIGHLIGHTS OF QUALIFICATIONS

- Over a decade of programming experience creating software and websites in ActionScript (AS3/AS2), Ajax, Assembly, ASP, C, C++, CSS, DHTML, HaXe, HTML/HTML5, Java, JavaScript, JSON, jQuery, MySQL, Pascal, PHP, Visual Basic and XML.
- Developed games and contests for **Teletoon**.
- Created web development software tools for **Air Miles** website, enhancing production environment and significantly increasing workflow efficiency. Developed advanced 3D Flash and Adobe Air applications for **Direct Antidote**, including company website.
- Developed intuitive content management system and interactive world map for **Dell**.
- Developed sophisticated scheduling applications for the **Royal Ontario Museum** and **Aramark** in Visual Basic and Excel.
- Experience using Photoshop, Illustrator, Dreamweaver, Flash IDE, FlashDevelop, Visual Studio, Cool Edit in XP, Vista, UNIX and MacOS operating systems.
- Programmed user interactive 3D software for a university research project.
- Directed a team and programmed *Stone Bringer*, a **role playing video game**.
- Positive and friendly approach to professional relations in the work environment – e.g. comfortable making appropriate small talk; conflict resolution; team management.

RELEVANT WORK EXPERIENCE

Senior Developer, Teletoon (June 2010 – current)

Project: Developed, directed and integrated games, applications, contests and backend solutions for teletoon.com.

Technologies Used:

- AS3, PHP, MySQL and HaXe for [game](#) and application development.
- Flash and Photoshop for editing and creating application assets.
- Amazon, Akamai and Brightcove for video and file management.

Senior Developer, Direct Antidote / Air Miles (January 2009 – May 2010)

Project: Developed customized [Christmas greeting card](#) sent to all Direct Antidote clients.

Technologies Used:

- AS3 for developing customized greeting card, including Flash animations dynamically synchronized with various MP3s played in the background. Synchronization with MP3 is performed by developing algorithms which use sound amplitude and frequencies to interpret the correct rhythm to time animations.
- Photoshop and Illustrator for editing application assets.

Project: Developed [Direct Antidote](#) website.

Technologies Used:

- AS3 and Flash for website. Features transparent videos layered over 3D animation.
- XML for dynamically generated portfolio section.
- Photoshop for editing website assets.
- HTML and CSS for page template and footer.

Project: Internal [hand book](#) for *Direct Antidote*.

Technologies Used:

- AS3 for creating dynamic, 3D book used to search and store company policies and staff heirarchy/directory. Interactive objects, such as animated Movie Clips, buttons with roll-over states, movies (FLV files) and 3D pop up cut outs can be dynamically added to the book. All 2D objects placed in the book are automatically converted to 3D space, bending as pages are turned. Book is fully customizable so properties such as the speed at which pages turn at, as well as their "curve" and "bend" can be easily modified.
- Photoshop, Flash 10 and SLR camera for design of all creative materials used in handbook, including 3D interactive layout of building and staff seating.

Project: [Local Developer](#), a local preproduction software used for creating web pages in English and French on airmiles.ca.

Technologies Used:

- JavaScript, Ajax, HTML and CSS to create local development environment for web publishers. Features include project management, emulation of different sections of airmiles.ca website and local URLs, English-French translation of common web elements, as well as highlighting and automatic correction of improper HTML characters and links.

Project: Designed and developed web pages and [microsites](#) for [Air Miles](#).

Technologies Used:

- JavaScript, Ajax, HTML, CSS, Flash, Photoshop and ATG Content Management System for developing hundreds of dynamic web pages.
- AS3 and Flash for creating microsites for clients such as BMO and American Express.

Visual Basic/Excel Developer, Aramark (May 2009 – August 2009)

Project: Programmed dynamic forms to be used by health care industry.

Technologies Used:

- Visual Basic and Excel to create forms which programmatically calculate a health facilities' preparedness for pandemic emergencies.

Flash Game Developer, Ganz / Webkinz (May 2009 – July 2009)

Project: Developed and maintained Flash games for [website](#) with over 16 million users.

Technologies Used:

- ActionScript 2 and 3 for developing games and internal applications, including a GOD tool for monitoring chat rooms.
- PHP, MySQL and Electroserver (Socket-server) for accessing game database.
- XML, JSON and binary files for determining optimum speed for loading game data.
- Tortoise SVN for version control software.

Web Application Developer, Young and Rubicam / Dell (April 2009)

Project: Developed [interactive map](#) that allows users to browse Dell's offices around the world, retrieve information and make appointments with contacts. Developed content management system which allows the administrator to modify the cities and contact information within the map.

Technologies Used:

- ActionScript 3 for interactive map viewer and content management system.
- ASP and XML for loading and saving city information.

Visual Basic/Excel Programmer, Royal Ontario Museum (April 2008 – January 2009)

Project: Developed and designed [Manager's Advantage](#) for the Royal Ontario Museum.

Technologies Used:

- Visual Basic as main application engine and to interact with user forms.
- Microsoft Excel for displaying, loading and saving schedules.
- HTML, CSS, JavaScript, Ajax and PHP for online support and documentation.

C++ Developer, York University (May 1999 – December 1999)

Project: Developed user-friendly software used to create complex 3D scenes composed of thousands of objects, for a university graduate project.

Technologies Used:

- C++, OpenGL and Cosmo 3D for constraint based 3D scene construction.

Project Lead and Game Developer, Fantasci (April 1996 – April 1999)

Project: Worked with team to program and help design several [games](#).

Technologies Used:

- C++, Turbo Pascal and Assembly for creating game engine, movie player, graphics editor, map editor, enemy and items editor and the construction of a script language so designers could easily add functionality to game characters.
- MOD files for music, WAV files for sound effects and AVI files for cut scenes.

EDUCATION

Bachelor of Arts in Computer Science

York University, Toronto, Ontario

INTERESTS

- Lead singer and guitarist for a rock cover band.
- Avid reader of local news and active member of my community.