

INTRODUCTION

Since 2003 I have been active in the Flash and the Interactive community in the Twin Cities area. I have since been freelancing with interactive and software shops in and out of Minnesota. My experience is quite extensive, working with and leading teams of all sizes.

I have always been a gamer, and since starting developing I have adapted my application experience into building well-structured games. Even though games are my passion, I love being a part of building a data-driven Rich Internet Application.

TECHNICAL CAPABILITIES

PROGRAMMING

ActionScript 3.0	● ● ● ● ●
Flex 2 / 3	● ● ● ●
XML	● ● ● ● ●
HTML	● ●
CSS	● ●
OOP / Patterns	● ● ● ●
Agile / Scrum	● ● ●
OS Frameworks	● ● ● ●

SOFTWARE

Flex / Flash Builder	● ● ● ●
Catalyst	● ●
Adobe Flash CS 3	● ● ● ● ●
Microsoft SQL Server	●
Adobe Photoshop CS	● ● ● ●
Adobe Illustrator CS	● ●
Microsoft Visio	● ●
Microsoft Source Safe	● ●
SVN / CVS	● ● ● ●
Eclipse / FDT	● ● ● ●

CERTIFICATIONS

- Macromedia Certified Professional: Flash 9
- Macromedia Certified Professional: Flash 8 Designer
- Macromedia Certified Professional: Flash MX 2004 Developer
- Macromedia Certified Professional: Flash MX 2004 Designer
- Macromedia Certified Professional: Flash MX Developer
- Macromedia Certified Professional: Flash MX Designer
- Microsoft MSCE and MCP

FLASH / FLEX SAMPLES

Neo Pets: KeyQuest

<http://www.neopets.com/keyquest>
Role: Flash Architect & Developer

Target: Target Lists kiosk application

Visit any Target Gift Registry in the nation on site at Target; not an online app.
Role: Flex Architect & Developer

Hey Hey Shooter: Classic

<http://trycatchgames.com/games/3-Hey-Hey-Shooter>
Role: Flash Architect & Developer

Bumble Tales (uses my match-3 framework)

<http://trycatchgames.com/games/17-Bumble-Tales>
Role: Flash Architect & Developer

Swattin'

<http://trycatchgames.com/games/2-Swattin->
Role: Flash Architect & Developer

Funtoxication

<http://www.funtoxication.com/>
Role: Flash Architect & Developer

Cartoon Network: Class of 3000: Funkbox

<http://www.cartoonnetwork.com/games/classof3000/funkbox/index.html>
Role: Flash Architect & Developer

Cartoon Network: Squirrel Boy: Summer Jobs (Under Water Golf Ball Game)

<http://www.cartoonnetwork.com/games/squirrelboy/squirrellysummer/index.html>
Role: Flash Architect & Developer

Sifaka World: Bonzai and Ned (Mini Game)

<http://content.sifakaworld.com/index.html>
Role: Flash Architect & Developer

Marathon Multimedia: Session viewer *Award Winning

<http://www.marathonmultimedia.com>
Role: Flash Architect & Developer

Stone Arch Creative:Disetronic/Roche:Insulin Pump Training *Award Winning

No Longer on the web, inquire if you want to check it out.
Role: Flash Architect & Developer

CASE STUDIES

KeyQuest

Neo Pets

The Problem:

Creating a multiplayer Mario Party-like game in Flash 9. It also required to have a lobby, waiting area, main game and mini games all loaded into one. This made for some interesting garbage collecting issues.

The Solution:

The main game itself made heavy use of the command pattern which worked great. Issues arose with asset management, garbage collection and memory leaks but by nulling references and cleaning up after use we were able to plug the leaks.

KeyQuest features:

- Multiplayer game with Chat
- Ten mini games with ability to add more
- Tokens that correspond to Neo Pets' products with ability to update
- Lobby and Waiting Area for game creation and match making
- Up to 4 players in a turn based board game

Sessions2View *Award Winning for best RIA

Marathon Multimedia

The Problem:

Marathon Multimedia approached me to build for them their flag ship content delivery system to be done in Flash. It would incorporate slides, MP3's, video and Flash Paper all done without a Flash Comm Server. (Just progressive download)

The Solution:

I worked with their video, sound and technical team to create an application that delivered a smooth user experience yet handled the huge amount of data that Flash needed to crunch. It is current being sold through out the world as a medical content delivery tool for all types of doctors.

Sessions2View key features:

- Syncs two videos of different sizes without a media server.
- Serves up MP3's with slides and video off an XML data object from the server.
- Skinable interface using Flash 8 effects
- Completely data driven using Flash Remoting and AMFPHP
- Heavily OOP, using multiple levels of MVC, Observer and Singleton and more.