

## INTRODUCTION

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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 any data-driven application.

## TECHNICAL CAPABILITIES

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### PROGRAMMING

ActionScript 3.0	● ● ● ● ●
Flex	● ● ● ●
XML	● ● ● ● ●
HTML	● ●
CSS	● ●
OOP / Patterns	● ● ● ●
Agile / Scrum	● ● ●
OS Frameworks	● ● ● ●
PHP	●
ASP .NET	●
C#	● ●

### SOFTWARE

Flash Builder	● ● ● ● ●
Catalyst	● ●
Adobe Flash CS 5.5	● ● ● ● ●
Microsoft SQL Server	●
Adobe Photoshop CS	● ● ● ●
Adobe Illustrator CS	● ●
Microsoft Visio	● ●
Microsoft Source Safe	● ●
SVN / CVS	● ● ● ●
Eclipse / FDT	● ● ● ●

## CERTIFICATIONS

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- 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

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### **8th Bridge: E-Commerce Flex Facebook Site**

Project is still in development, not yet public.  
Role: Flex Architect & Developer

### **Neiman Marcus: E-Learning custom course builder**

Client side application that is not online. Can show in person.  
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://www.kongregate.com/games/TryCatchGames/hey-hey-shooter-classic>  
Role: Flash Architect & Developer

### **Bumble Tales (uses my match-3 framework)**

<http://www.kongregate.com/games/TryCatchGames/bumble-tales>  
Role: Flash Architect & Developer

### **Swattin'**

<http://www.kongregate.com/games/TryCatchGames/swattin>  
Role: Flash Architect & Developer

### **Funtoxication**

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

### **Cartoon Network: Class of 3000: Funkbox**

<http://www.cartoonnetwork.co.uk/show/class-of-3000/games/funk-box>  
Role: Flash Architect & Developer

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

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

### **Sound Analyzing Tool**

[http://www.pacyga.com/prototypes/soundtool\\_2048\\_straight/SoundTool.html](http://www.pacyga.com/prototypes/soundtool_2048_straight/SoundTool.html)  
Role: Flash Architect & Developer

### **Moonlight Lament: Multiplayer Flash Game**

<http://www.pacyga.com/moonlightlament/MoonlightLament.html>  
Role: Flash Architect & Developer

### **Node Framework**

Custom dependancy injection framework for Flash, more details at: [www.pacyga.com](http://www.pacyga.com)  
Role: Flash Architect & Developer

## PROJECT POINTS

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### **8th Bridge: E-Commerce Flex Facebook Site**

- REST web services to maintain application state
- Flex used for form layout, skinning and measurement
- JavaScript API to communicate with Facebook
- Flash Builder used to compile and program
- Forms based application for a major media company
- Custom MVC architecture within Flex
- Lead programmer

### **Target: Target Lists kiosk application**

- Kiosk based Flex application used in all Target stores
- Utilized Flex skinning to get the exact look desired
- Forms based application using Target's REST web services
- Up-to-date information saved and loaded to application
- Flash Builder used to compile and program
- Led a team of four developers

### **Neiman Marcus: E-Learning custom course builder**

- Built on custom solution for dependancy injection (Node Framework)
- Heavily relied on UML diagrams to communicate with other programmers
- Created UML diagrams
- Easy-to-use course builder with intuitive UI and layout
- Shell based architecture for loading and removing child programs
- Flash Builder used to compile and program
- Led a team of six developers

### **Moonlight Lament: Multiplayer Flash Game**

- Game logic on the backend written in C#
- Concept, game design, programming, initial UI done by myself
- Game Definition Document written by myself used to convey game direction
- Push Button Engine used for managing game objects and logic
- Massive multiplayer online game that is also community and data driven
- Flash Builder used to compile and program
- Leading a team of six people including artists and sound engineers

## CASE STUDIES

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### **8th Bridge: E-Commerce Flex Facebook Site**

**Problem:**

8th Bridge is the premier agency for e-commerce sites developed for Facebook. I was hired to create a Flex site for a major client selling high volumes of product.

**Solution:**

Working with the client's web-based API, I was able to develop a flexible solution to handle large or small distributions. The Flex site needed to be completely data-driven and able to adapt to errors in data and post to Facebook. The result was a seamless user experience that served the client's needs well.

**Features:**

- Completely data-driven
- Adapt user interface and experience to any client data set
- Used and skinned Flex to the exact client specifications
- Used Wall posting to spread virality on Facebook

### **Neiman Marcus: E-Learning custom course builder**

**Problem:**

Allen Interactions hired me to develop a completely data-driven e-learning software that could be handed over to Neiman Marcus to develop their own courses.

**Solution:**

Using a custom dependency injector framework (Node Framework), I created both a player and editor that was easy to switch between. The result was an easy to use editor that could cut course building down from days to hours. Along with this, it has a built-in tutorial system that made training users that much easier.

**Features:**

- Completely data-driven based on user-created course in editor
- Uses custom dependency injector and shell framework
- Easy to use editor that can switch to playing out the course mid-edit