

Flash Developer

Duties included:

- Responsible for the creation of an Actionscript 2 and Actionscript 3 code library
- Developed a banner-sized hockey game
- Developed a light-weight FLV video player component
- Developed a single player versus computer shooting game as part of a Pirates of the Caribbean 3 sponsorship site. The computer used Fuzzy Logic to determine its shots.
<http://greatstormgames.com/index.php?u=4&g=16>
- Performed research and development on Papervision 3D
- Tasked with figuring out how to make proper HBX (Hitbox) tracking calls from within Flash

Feb 2006 - Feb 2007

RealTime Gaming

Atlanta, GA

Flash Developer

Duties included:

- Technical planning of Flash projects that allowed efficient communication of each project's tasks
- Worked in an Actionscript 2.0 class-based, object-oriented style as well as with MVC design patterns
- Used the Flash XML socket classes to communicate between Flash and multiple servers
- Developed Flash Baccarat
- Developed 8 Flash Slot Machines
- Developed Flash Multi Hand Video Poker under several rulesets
- Developed a system to unload the current application and load a different application specified by the user
- Project time estimates enabled management to better gauge the amount of time it takes for a given project
- Communicated to management a detailed list of hours worked each week
- Weekly status reports communicated to management any problem areas that needed attention
- Coordinated with the QA Department to ensure timely and effective correction of defects
- Used Eclipse with the FDT plug-in as a development environment
- Used MTASC along with Ant to compile Flash projects in Eclipse
- Used Microsoft Visual SourceSafe as a central code repository and version control
- Assisted with development of a Flash slot machine architecture

May 1999 - Feb 2006

Primerica Financial Services

Duluth, GA

Technical Webmaster

Duties included:

- Maintained a static 900-page intranet website using HTML, JavaScript, CSS, and Flash
- Coordinated updates with on-site management, users in San Antonio, Kentucky, and Rhode Island.
- Designed and implemented systems to streamline production and end-user experience
- Communicated with management and end-users to resolve site issues
- Wrote usage procedures for developed systems

Projects

- **Guy Wyatt (2006)** -- Created a Flash adaptation of a 1979 board game called *Stop Thief!* This game is still being developed. (<http://www.greatstormgames.com/st/index.php>)
- **University of Georgia (2005)** -- Created a prototype apartment management simulation educational game with Flash MX 2004. The prototype demonstrated core game concepts and acted as a brainstorming and demonstration tool for the project's creators. (<http://www.greatstormgames.com/ams/index.php>)
- **Primerica Financial Services (2005)** -- Developed an online HTML review system using Flash and Javascript. This system allows management to quickly review site content, notate comments, and email all of the data to the site developers. The data is then parsed by MS Access to automatically update all of the affected records.
- **Primerica Financial Services (2004)** -- Developed an online Flash presentation using Flash Communication Server to stream Audio and Video, synchronized to the presentation.
- **Guy Wyatt (2004)** -- Created an arcade-type game using Flash MX 2004. This game has a high score board that is connected to a MySQL Database. The backend programming was done with PHP. (<http://www.greatstormgames.com/beyond/index.php>)
- **Guy Wyatt (2004)** -- Created an XML-based adventure game engine using Flash MX 2004. Players can save and reload their game via Flash's Shared Object feature. (http://www.greatstormgames.com/heartsofstone/hos_old.php)

Education

Phoenix High School - 1995 - Vocational Seal Diploma

References Available Upon Request