

Goals

To work in an environment where good work is priority, and surrounded with an enthusiastic group of people whom I can continually learn from.

Prominent Skills

- 6 years of experience in front and back end development, user experience, and working with Fortune 500 companies
- Understand and value usability and accessibility while ensuring that it is maintained in all projects.
- Experience leading a project and/or teams as the interactive executive
- Great working attitude to get the job done.

Technical Qualifications:

- ActionScript 1,2,3, XML, JSON, FlashDevelop, PhotoShop
- Efficient programming practices including OOP
- Framework and RIA structures/architecture and design patterns
- Flash and JavaScript integration, Flash video, Flash motion graphics and transitions

Employment

Henderson Bas

2006 – 2008

Flash Developer

- Responsible for all aspect of motion/animation, assembly and production of work, using industry standard tools.
- Takes an active role in thinking about the client's business, and consistently supports team success; understands client's business and brand and marketing objectives; proactively contributes to their evolution and success.

Self Employment / Freelance

2005 – 2006

Expert on technical FLASH development

Had the opportunity to work with various companies in the Toronto area, as well as in New York City. The range of client work includes:

MTV (VMA)	GE (ecomagination)	Daimler Chrysler	Chevrolet (TrailBlazer)	Proctor & Gamble
Royal Bank	Bank of Montreal	E*Trade	President's Choice	Osler
Bark's Root Beer	Budweiser (Canada)	Rolling Rock	MM's	

Organic, Inc.

2004

Information Architect

- The Information Architect maps the entire structure of a site and organizes the positioning of pages within sections, developing a functional and intuitive plan to get users from Point A to Point B using the path of least resistance.
- Assists in integration of the information design and project concept. Assists in developing deliverables including: Discovery Document, Investigations, Interactive Design Specification, Site Architecture Map, and schematics based on Organic Creative methodology and standards.

Grey Interactive

2001 - 2003

Application & Interface Developer

- Complete site development process; Creative concepts, front-end design, implementation, to quality assurance.
- Use of dynamic content in various Flash components (DB > XML > Flash)
- Identified Flash's cross-platform limitations and restructured the flow of data to work-around the problem. The end result proves to be more efficient for the specific case.

Education

University of Waterloo, Faculty of Mathematics

1997 - 2001

- Joint honours degree in Computer Science and Actuarial Science.