Ezequiel Kashi

Nationality: Argentinian
Birth: 07/23/1970
Address: Avellaneda 2930, CABA Buenos Aires, Argentina
Phone: +54 911 5572-0104
E-mail: eisei.kashi@sakuracode.com
Linkedin: www.linkedin.com/in/ezequielkashi

Creative programmer and trainer with 23+ years experience.

Amazing working relationships with non-technical and technical people alike.
Passion for get things done and passion for the people.

【 *Summary* 】

- **JavaScript, HTML5, CSS, ActionScript. – Web Performance. – JAVA, PHP and MySQL.**

- **Object-Oriented Programming / Design patterns. – MVC architecture.**
- **Front-end:** experience with **HTML**, **CSS**, and **JavaScript** to build everything the user sees and interacts with on a web application.
- **Back-end:** skills centered around solution stacks like **MySQL**, **PHP**, **JAVA** and **Hyperledger (block-chain)**.
- Design overall architecture of web applications combining the art of design with the art of programming to meet client demands and specification.
- Solid foundation in **Object-Oriented Programming**, **Design Pattern**, and **Event Driving Development**.
- Experience with team member's **training and mentorship,** identify each member's strength and **assigns tasks accordingly to them** to achieve maximum results and delivery.
- Outstanding interpersonal skills for effective team interaction. Strong coaching skills.

- Organization and prioritization capacity, based on **Agile**, **Kanban** and **PMI**.

【 *Languages* 】

- Spanish (native)

- English (business).

- Japanese (conversational).

- Hebrew (conversational).

【 *Experience* 】

Alfaomega

Technical book published in Latin America, Mexico and Spain by ALFAOMEGA Publisher.

- **ActionScript 23,0 For Developers. Object Oriented Programming and Good Practices.**

- **HTML 5 Migrating from Flash.**

Canvate JS library

Mar. 2017 – Tokyo, Japan, Argentina – present

JavaScript Developer

- **Canvate** provides straight forward solutions for working with rich graphics and interactivity animation and data visualization with HTML5 Canvas easily.

- Some **Canvate** features are: animation support, sprite sheet, image grouping and nesting, text wrapping, event capture and a lot of powerful functionality to create and work with HTML5 canvas.

Github: https://github.com/EiseiKashi/canvate/

Site: http://www.sakuracode.com/canvate/

The Length of Japan by Bicycle Japan

Mar. 2017 – Jun. 2017, Japan

- By bicycle from the extreme south of Japan: Hateruma, Okinawa to the extreme north: Soyamizaki, Hokkaido (4000 km).

- The goal achieved: bring stones from the monument of the extreme south of Japan and put it on the extreme north monument by bicycle, making lot of friends in the process and experiencing the amazing things of Japan.

- Moreover, the objective is: spread and share with the world how amazing the Japanese people are, the Omotenashi (hospitality) and the Japanese culture.

- TV Tokyo broadcast this adventure in 3 episodes:

    www.tv-tokyo.co.jp/youhananishini/backnumber/170424.html

    www.tv-tokyo.co.jp/youhananishini/backnumber/170717.html

    www.tv-tokyo.co.jp/youhananishini/backnumber/171016.html

IT Master Argentina

Mar. 2006 – present, Argentina, Buenos Aires

Professor

- Web Developer Programming (JavaScript, HTML5 and CSS).

- Object Oriented Programming with JAVA.

- Game Development with ActionScript 3.0.

- Flash Actionscript Object Oriented Programming and Design Patterns.

Admotion

Nov. 2012 – Feb. 2017, Argentina, Buenos Aires

Team Leader – JavaScript, HTML5 and CSS, Flash-ActionScript

- Engine for Ads development in mobile and desktop (animation, effects, applications).

- Technical support to Design team and Traffickers team. Architecture, design and development.

- Management techniques applied: Kanban.

- Creation, coordination and implementation of ActionScript 3.0 and JavaScript training.

Redpoint
Feb. 2012 – Oct. 2012, Argentina , Buenos Aires

Software Engineer – Flash-ActionScript

- Bloodrealm (Facebook game). Development of components.

Globant
Jun. 2009 – Feb. 2012, Argentina, Buenos Aires

Software Architect – Flash-ActionScript

- **Electronic Arts Sports** (1 complete cycle with PS3 and XBox) .
  - Analysis, design and development of components, overlies, UI, UX and screens of the games for NBA and NHL. With Flash platform on PS3 and Xbox.
  - Team coordination.
  - Architecture, design and social game development.
  - Creation, coordination and implementation of ActionScript 3.0 training.

E-Marketing, Competir
Nov. 2007 – May. 2009, Argentina, Buenos Aires

Analyst, architect, developer, project leader – Flash ActionScript 3.0.

- E-Learning development.
- Development of LOgen: application combining Flash AS 3.0 with .NET in order to build complex pieces of multimedia without needing advanced knowledge.

Workroom
Oct. 2004 – Oct. 2007, Argentina , Buenos Aires

Analyst, architect, developer, team leader – Flash ActionScript 2.0/3.0.

- Development of innovative applications and games like: Puzzle, Pacman 3D, Trivias, Racer Car, Simon, audio video mixer, Comunity 3D, etc.

National Technology University
Mar. 2001 – Dec. 2005, Argentina, Buenos Aires

Professor

- Flash (basic – intermediate – advanced).
- Flash Actionscript / AMFPHP (PHP, mySQL).
- Flash Actionscript / MVC.

Mac Support
Jan. 1996 – Dec. 2000, Argentina, Buenos Aires

Professor

- Flash (basic – intermediate – advanced).
- Flash Actionscript dynamic sites ultra-light.