

カシ エーセ Eisei Kashi

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Creative programmer and Trainer in JavaScript, Flash and ActionScript 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. – PHP and MySQL.**
- **Object Oriented Programming / Design patterns. – MVC architecture.**
- Outstanding interpersonal skills for effective team interaction. Strong coaching skills.
- Organization and prioritization capacity, based on Agile, Kanban and PMI.
- Pro-active behavior to give solutions and find and implement improvement opportunities.
- Motivated to exceed internal and external clients' expectations.
- Strong analytical, problem-solving, and conceptual skills.
- Ability to anticipate potential problems, determine and implement solutions.
- Ability to contribute to the creation of an environment that facilitates high performance and motivates individuals to work collaboratively as a team.

【 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

Jul. 2017 – Tokyo, Japan – present

JavaScript Developer

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

Giithub: <https://github.com/EiseiKashi/canvate/>

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

Words & Monsters

Jul. 2017 – Set. 2017 Tokyo, Japan

ActionScript Flash Developer

- Bug fixing and release of Android application in Flash Paltaform.
- Refactoring and implementation of new features.

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 Nihon and put it on the extreme north monument by bicycle, making lot of friends in the process and experiencing the amazing things of Japan.
- The idea was to spread and share with the world how amazing the Japanese people are, the Omotenashi (hospitality) and the Japanese culture.
- TV Tokyo broadcasted 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).
- Game Development with ActionScript 3.0.
- Flash Actionsript 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.
- Flash to HTML5 migration.

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, overlays, UI, UX and screens of the games for NBA and NHL. With Flash platform on PS3 and Xbox.
 - Art Tweak: creation, design, implementation and team coordination of this application to integrate development and art team. This tool was adopted by all the games' teams at Electronic Arts.
 - QA Tracker: creation, design, implementation and team coordination of a tool that records the tester activity to be reproduced in the development environment.
 - Creation and implementation of process to improve productivity in the bug-fixing phase that lead the team to achieve the target rates of Electronic Arts.
 - Participant in training session in EA – Vancouver, Canada.
 - Team coordination.
 - Workflow from the requirement to the development improvement.
 - Creator and manager of "Talent Development Program" and the development career plan.
 - Focal point between: development and human resources.
 - Architecture, design and social game development.
 - Management techniques applied in internal and external teams, which systematically meet deadlines with high quality standards.
 - Team builder, technical interviewer.
 - Creation, coordination and implementation of ActionScript 3.0 trainings.
- Globant University
 - Organization and training in ActionScript 3.0. Training for testers: after the training, they were re categorized and integrated with a team of developers.
- Workshop game programming
 - Design and development of game framework to Globant. Development of augmented reality game and integration and adjustment of the augmented reality module.
- Organization and training of the following:
 - Initial ActionScript 3.0.
 - Event driving programming.
 - Model, View, Controller with ActionScript 3.0.
 - Object oriented programming with ActionScript 3.0.
 - Good practice in ActionScript 3.0 development.
 - Logic and user interface integration in ActionScript 3.0.

E-Marketing, Competir

Nov. 2007 – May. 2009, Argentina , Buenos Aires

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

- E-Learning development.
- Character animation and lip sync with recorded dialogs.
- Development of LOgen: application combining Flash AS 3.0 with .NET in order to build complex pieces of multimedia without needing advanced knowledge. As a result the user got an exciting interactive LO (learning objects).
- Consulting and support to different profiles, including: developers, artists, contents, marketing and managers.

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, Community 3D, etc.

U.T.N. National Technology University

Mar. 2001 – Dec. 2005, Argentina , Buenos Aires

Professor

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

Mac Support

Jan. 1997 – Dec. 2000, Argentina , Buenos Aires

Professor

- Flash (basic – intermediate – advanced).
- Flash Actionscript dynamic sites ultra-light.
- Flash Actionscript killer sites and advanced FX.
- Flash Actionscript / game development.

Aldea Mac

Mar. 1996 – Dec. 1997, Argentina , Buenos Aires

Professor

- Flash (basic – intermediate – advanced).