Thomas Pickett
720-234-7072
tom@tomneedsajob.com
www.tomneedsajob.com
github.com/thestud

Summary:
- Able to learn software very quickly.
- Use applications and databases that work on multiple platforms (PC/Ubuntu/Mac/iOS/Android)
- Positive Leader, able to lead teams to meet deadlines.
- Believe in cost effectiveness and automation, able to look for solutions that save time and money.
- Big Supporter of Open Source Products.
- Looking new technology stack environment.
- Use design patterns MVC, singletons, observer pattern.

Technical Skills:
> **Operating System:** Windows, OSX, Ubuntu 19.10 (main system)
> **Languages:** ActionScript 3.0, C# , MXML, Ruby, JavaScript, HTML, CSS, Xamarin, SQL, Python, Lingo, Dart, VB Script, PHP, Java
> **Frameworks:** Ruby on Rails, React, Angular, Vue, Django, Flutter, Bootstrap, .Net
> **IDEs:** VSCode, Sublime, Flash Buider, Intellij, Android Studio, Visual Studio, Unity3d, Jupyter Notebook
> **Package Managers:** pip, Composer, NPM
> **Flex Technologies:** Flex, AIR, RIA, Starling, Spark Components, Skinning
> **Application Servers:** IIS, Apache, Flash Remoting
> **API Development:** Postman, REST, Soap, JSon
> **Web Server Technologies:** Ruby on Rails, WebORB, BlazeDs, AMF, Struts, JSP
> **Databases:** MS SQL Server, MySQL, PostgreSQL, SQLite
> **Tools:** Flex, Flash, Unity, Steam VR, Director, Blue Fish, Firefox, Thunderbird, Jenkins, Libre Office.
> **Ticket Tracking:** JIRA
> **Code Repositories**: git, svn, Visual Sourcesafe.
> **Testing:** Flexunit, TestComplete
> **Virtualization:** VMWare , VirtualBox, Parallels

Professional Experience:

Ronin Unplugged LLC (Personal Internal Projects while maintaining Advanta project)
October 2018 – present
Creator
- Developing a 3D game.
- Developing a VR 3D game.
- Using C# Unity3d
- Using Steam VR
- Using Xamarin/C#
- Using Angular to build a prototype.
- Using React to build a prototype
- Using Vue JS to build a prototype
- Using S3 (AWS) For mobile App.
- Using Python to build a prototype, game, and API
- Taken Udemy course "Complete Python boot camp"
- Taking Udemy course "Complete React Developer in 2020"
- Taking Udemy course "Vue JS 2 – The Complete guide"

Environment: Unity, Visual Studio, Sublime, Juypter Notebook, Postman

Ronin Unplugged (Consulted to Advanta)   **March**

2014 – present (currently maintaining)
Consultant
- Architected front end Flex Air App.
- Created a Portal track time to cases/claims.
- Created a Portal edit/create cases.
- Improved Claims Portal.
- Created a Portal to search through Panel members.
- Used **MVC** to communicate between portals.
- Created a universal communicated object.
- Used design patterns.

Environments: Flash Builder, Intellij, Postman

Kforce (Consulted to: Kaiser Permanente)
November 2013 – March 2014
Consultant
- Updated Costumer service Portal using flex.
- Updated HTML web pages.
- Created a Test Driven Development plan.
- Created Fixtures and Mock data for Tests.

Environment: Flash Builder, Postman

Volt (Consulted to: nMetric)   **October 2013 – November 2013**
Consultant
- Updated iLogic Gant Chart in Flex.
- Increase speed of custom components.
- Updated HTML/JavaScript web pages.
- Use git as repository.

Environment: Flash Builder, Postman

Solü Technology (Consulted to: Paychex)   **July 2013 - August 2013**
Consultant
- Created a Test Driven Development plan.
- Used intellij for flex development.
- Experience with interesting curious non MVC frameworks.
- Created prototypes using other custom MVC frameworks.

Environment: Intellij, Flash Builder

Arena: Battle of freedom (mobile game)   **January 2013 - June 2013**
Architect/Writer/Graphic designer
- Used the Starling framework to create hardware accelerated graphics.
- Used modern design patterns Singletons, Observer Pattern.
- Mobile application that will be delivered to Android and iOS tablets.
- Creating original art for the game using Photoshop.

Environment: Flash Builder

Pinnacol Assurance   **April 2010 – January 2013**
Advanced Web Developer
- Created a customer service application in Flex that the users needed little or no training.
- Created a medical associate application that simplified processes in Flex.
- Maintained and develop a First Report of Injury App decreased loading time from 40 seconds to 4.
- Created a web service that creates and combines PDFs and serve them back to the application in **Ruby on Rails**.

Environment: Flash Builder, TextMate

Alumni Consulting (Consulted to: Pinnacol Assurance)   **January 2010 – April 2010**
Contractor
- Began working on the customer service application for Pinnacol.
Environment: Flash Builder

People Movers (Consulted to: Comcast Media Center)   **February 2009 – November 2009**
Contractor
- Built Administration tools using Flex/AIR/Web services/XML/Cairngorm.
- Built Window popup from tool Menu using Flex/AIR/Web services/XML/Cairngorm.
- Wrote deployment scripts for Flex/AIR application for ANT.
Environment: Flash Builder

Robert Half (Consulted to: Sparrow LLC)   **September 2008 – January 2009**
Contractor
- Built a complex 3D Flash/Flex Menu.
- Used Cairngorm Framework.
- Created RSS Feed reader using Flex and **PHP**
Environment: Flash Builder

Peak 8 Solutions   **July 2008 – September 2008**
Contractor
- Worked with an Adobe AIR application.
- Developed an application with Flex 3 and the SHU library.
- Built automatic Unit Tests by building AIR application without IDE.
Environment: Flash Builder

ShareTop   **April August 2008 – July 2008**
Flex Interface Architect
- Created a product named ShareTop has a Flex interface using WebORB, **PHP**, and MySQL Backend.
Environment: Flash Builder

5280 Solutions (Consulted to: National CineMedia)   **November 2007 – April 2008**
Flash Flex Software Architect / Consultant
- Apart of the original team to architect the website.
- The website ran on Adobe Flex on the visual layer, WebORB as a middle layer, and Microsoft SQL Server 2005 as the database server.
- Also used Cairngorm as a framework inside flex.
- Used **C# and .Net** for a backend API
- Personally developed two sections for the website, the game section and the chat section.
- The game section showed stats of the user's scores on the games using the Cairngorm framework and were displayed in flex. I also developed the games In Flash using ActionScript 3.0.
- The chat section used the WebORB Middle layer to communicate with the users. The interface was developed in Flex. The chat had voice and video to go with it.
Environment: Flash Builder

JM Marketing/QSL Marketing   **May 2004 – 2007**
Flash architect, Software Engineer and Technical Manager
- Created a database Flash Game Engine running on SQL Server and C# backend
- Architected a new system in C# and SQL Server 2005
- Use XP Programming to migrate FoxPro Database to SQL Server 2005 / C#
- Lead a team to setup a new Office in Phoenix Arizona.

- Responsible for hiring employees for new office.
- Created an invoicing program that uses AJAX.

Environment: FoxPro, Windows, SQL Server, Visual Studio 2005, Flash, AJAX, Visual Studio 2005.

milehighcomedy.com   **2006**
PHP Consultant
- Created an Object oriented Calendar system in PHP and used MySQL as the database.
- Advised another programmer on PHP.
- Created the original database in My SQL.

Environment: Linspire (Linux), MySQL, Blue Fish

Montano Solaria   **2005**
Flash Software Engineer
- Developed a non linear HD Flash streaming video kiosk for Comcast that streamed and managed memory.

Environment: Windows, Mac

PickCo LLC   **September 2002 – May 2004**
Software Engineer
- Developed hybrid compact discs that cross platform between pc / Mac using Macromedia Director.
- Updated existing website search feature with an improved search capabilities using Microsoft indexing service and ASP.
- Created database applications that operate in both Mac and PC environments.

Environment: Windows, Mac, Adobe Director (Macromedia), HomeSite, MacDisk

Boo Mortgage / The LoanGuru   **November 2001 – March 2002**
Software Engineer
- Developed the web front end in HTML / JSP / Struts.
- Created the second-generation design using PhotoShop / Freehand.
- Participated in cold call efforts to boost membership for the web site.

Environment: Windows, Forte, PhotoShop, Java, Struts

Refinery Inc.   **September 2000 – June 2001**
Flash DHTML Senior Web Developer & Programmer
- Lead technical development projects for clients such as Qwest, MortgageRamp, Scott's Liquid Gold, Sony Pictures, and Warner Brothers.
- Fixed multiple Netscape specific problems relating to web site optimization and browser consistency.
- Developed proprietary DHTML menu systems built for frequent customization.
- Worked with Project Manager and Team Members to identify project goals, budget and timeline issues.

Environment: Windows, Dreamweaver, HomeSite, IIS, Netscape JavaScript Debugger, Flash, Anark, Photoshop, ImageReady.

Lansa   **June 2000 – August 2000**
Technical Consultant
- Worked closely with development staff on a migration project with console applications.
- Conceptualized, designed and developed a menu system to work in multiple browsers allowing for n-tier of navigational choices.

Environment: Windows 2000, Internal Lansa software, JavaScript Debugger, AS400.

Evergreen New Media   **February 1999 - May 2000**
Programming Specialist

- Developed Internet games, such as Blackjack and Slots by utilizing Director and Flash software technology in conjunction with JavaScript, DHTML, and ASP.
- Developed a live online streaming concert site that broadcasts concerts built using Real Media Server.
- Built CD-ROM presentations to dynamically showcase product information for sales purposes.
- Served also as the system administration for company servers, and workstations.
- Used ColdFusion with a Banking Site.
- Created a Java Applet for a Casino Game.

Environment: Windows, Adobe Director (Macromedia), IIS, HomeSite, Flash, Photoshop, ImageReady, Java

Education:
- University of Colorado at Denver   2002   Denver, CO
  Finished a year towards Computer Science Degree. GPA 3.5

- Community College of Aurora   2001 – 2002   Denver, CO
  GPA 3.6

- Colorado Institute of Art   1997-1998   Denver, CO
  Degree: Associates Degree in Multimedia with an emphasis in Computer Animation

- University of Northern Colorado   1994 – 1997   Denver, CO
  Degree: Mathematics emphasis in Computer Science (DNF)