David Ronai
UX Designer and Developer

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Education

2011	UX Designer and developer multimedia @Gobelins Paris
2006-2009	Math-Computer License @Unniversité Paris VII
2005	Scientific bachelor @Lycée Colbert - Paris

Skills

Concepts and methods of programming : POO, Design Pattern, UML, Algorythme

UX Design : Fieldstudy, personae, userflow, storyboard, wireframe, prototype, user test.

Design : Photoshop, Illustrator, InDesign, After Effect, Premiere

Actionscript3 : Advanced, Visual effect, animation, game and website.

Objectif-C : Good, Cocoa / IBuilder, Cocos2d, GameKit.

HTML5 / CSS3 : Good, complex integration standards w3c

JS : Good, JQuery, Three.js, base with backbonejs and nodejs.

Php5 / Mysql / C# / Java / C / C++ : Basic knowledge and occasionally use.

Experiences

2012

Unit9 London : Interactive developer (internship 3 months)
Flash development on games and advertisment projects. Also create experimentation on iPad with Starling framework and developping internal tools for game statistic.

Personal project : Fable of elderon (in progress)
Web arcade 2d game create with Starling. I lead the project and developp it with a team of 5 peoples

2011

MakeMePulse: Interactive developer (1 year)
Creation of flash / html5 websites, research and development on iPhone and Facebook's game.
Rewarded with a FWA for BMW Facecity (role : lead dev as3)

Pilleurs de Brume : Final study project
Creation of an iPad interactive board game where each player controls his ship using his smartphone.
Nominate at the Game Connection Europe / Futur en Seine / Europrix Multimedia Awards.

2010

Freelance : lhl-avocat.com / masantenet.com
Design and development of html websites following the customers needs.

Spill: As3 Developer (1 year)
Development and maintenance of website.

As3 Teacher (16h)
Create and teache a course covers the design of rich interactive application with as3 for a compagny.

Manipularium: Work end of the first project year at Gobelins
Design and development of an interactive experience introducing the user to manipulation through a game.

2009

Personal project: GobzLite, ISOO, Yojimbo
as3 library: toolbox, 3d isometric engine, API for communicating with a server socket.

2008

Personal project: Wakforge - php / mysql / js
Wakfu's fansite - Development of interactive tools for the community. Managing a team of 10 peoples.

2007

Grouek : As3 Developer internship (3 months)
Creation and maintenance of flash game and website.

Nurun : As3 Developer internship (3 months)
Creation of as3 reusable specials effects and website maintenance.

Languages

French, native

English

Japanese, 1year

Hobbies

Board games and multiplayer video games

Series, exhibitions, movies, romances, theater

Kendo, Roller, Ice hockey

Game Dev and experimentation