



Akil Jules

Web and Mobile Front-end Interactive Developer

Phone: (516) 474 6183 - Email: akiljules@gmail.com

- Web Developer with a passion for design and responsive applications -

Fields of Expertise

- Over 5 years in web and mobile using a variety of languages (JS, Actionscript, etc)
- Fluent in HTML5, Javascript and CSS3
- Deep interest in building NodeJS applications and comfortable using build modules such as Grunt, Gulp, Browserify, Webpack, etc
- Advanced user of most of the beneficial Adobe Creative Cloud programs (including Photoshop, Illustrator, Flash/Animate, etc)
- Adept at creating and managing production assets (be it programmer art or production level art)
- Key understanding of OOP principles and structures
- Extensive knowledge in setting up and scripting scalable systems

Education

College:

- B.F.A. Interactive Design and Game Development (minor in Animation), Savannah College of Art and Design 2011, Savannah, GA

High School:

- Peter Stuyvesant College, Class of 2007, Curacao, Dutch Antilles

Languages

- English (Fluent)
- Dutch (Fluent)

Work Experience

Employment History:

- **Front-end Client and Systems Developer | Eyes Wide Games**
September 2011 - September 2013 (Employee)
Facebook and Mobile Game Development
- **Flash/AS3 and HTML5/JS Game Developer | Jet Morgan Games**
October 2013 - Present (Contract)
Game company focusing on web games and promotional media
- **Flash/AS3 Development | FlarePlay**
December 2015 - February 2016 (Contract)
Former Cox subsidiary group focused on digital entertainment services

Project History:

Skylanders Imaginators - Be Your Own Imaginator (September 2016)

<https://www.skylanders.com/online-games/skylanders-beyourownimaginator>

- Web Character and Dynamic story generator for the Skylanders Imaginators franchise. As the sole programmer on this project, my goals were to provide UX that matched the quality of the original IP.

Skylanders Super Chargers - Switchback Racetrack (September 2015)

<https://www.skylanders.com/online-games/skylanders-switchback-racetrack>

- Web racing game to promote the new Skylanders Superchargers game franchise and figures. Sole programmer on the project, working on making a responsive game system similar to old-school Out Run arcade style games, supplemented with quality UI/UX using fluent and concise animations .

CN Anything Jake Activity (August 2014)

<https://itunes.apple.com/us/app/cartoon-network-anything/id920025790?mt=8>

- Made stretchable Jake rig as the intro activity for the CNAnything app using PaperJS in the app's built in HTML5 Web wrapper.

Skylanders Super Chargers - Splash Circuit (January 2016)

<http://www.skylanders.com/online-games/skylanders-splash-circuit>

- Web racing game to promote the new Skylanders Superchargers game franchise and figures. Sole programmer on the project, working on making a responsive game system, quality UI/UX, Level Design as well as AI programming.

Skylanders Super Chargers - Air Race Adventure (October 2015)

<http://www.animystic.io/portfolio/act/skylanderssuperchargers2/debug/>

- Web racing game to promote the new Skylanders Superchargers game franchise and figures. Focus on this project was mainly to create a compelling match 3 experience that felt sleek and responsive.

My Little Pony - Rainbow Rocks : Repeat The Beat (April 2014)

<https://goo.gl/fEIOu2>

- A Simon says music game with the MLP: Equestria Girls characters. Worked on all gameplay features.

References

- Noel Saybe - (Senior Artist) - www.linkedin.com/in/nsaabye
- Chris Cutler - (CEO of Jet Morgan Games) - www.linkedin.com/in/jetmorgan
- Levi McPhetridge - (Programmer, Flash Developer) - www.linkedin.com/in/levimcphetridge
- Adam Price (Programmer) - www.linkedin.com/in/aesprice