



ANDREAS RØNNING

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SUMMARY

I'm an independent, multidisciplinary developer with a history of successful projects of varying scale for a diverse range of clients.

Over the past decade and a half, I've gained significant experience crafting solutions for advertising, installations, game development, in-house tooling and mobile experiences, straddling the front and back ends with an emphasis on improving team cohesion and workflow.

I'm proud, driven, impassioned, quick to learn and result-oriented, caring as much about the process and the work environment as I do for delivering stable, satisfying work for my clients.

I believe strongly in open source software practices, which has made me fortunate enough to become a repeat speaker at the Flash on the Beach / Reasons conferences in Brighton.

CORE PROGRAMMING SKILLS

- Primary
 - Haxe
 - ActionScript 3
 - JavaScript (Vanilla, Angular, Node, Gulp)
 - Java (with focus on Android)
- Secondary
 - C#
 - C++

EXPERIENCE

Developer, Freelance

Oslo, Norway — 2010-present

- Exhibition design and development
- Frontend development in Haxe and Flash
- Tooling / Pipeline development
- OpenGL graphics programming
- Game design and development
- Mobile game and app development

Developer, Cobra AS / Creuna AS

Oslo, Norway — 2008-2010

- Exhibition design and development, primarily for Statkraft
- Campaign sites
- Art pipeline tooling

Developer, Rayon

Oslo, Norway — 2003-2007

- 3D modelling and character animation (Maya)
- Desktop software development
- Exhibition design and development, working closely with Telenor Expo and Hybris Film Vertigo
- Campaign sites

Artist / Developer, Eyestorm Interactive AS

Bærum, Norway — 2002-2003

- 3D modelling and character animation (Lightwave)
- Environment rendering (3DSMax)
- Flash frontend and game development

Flash animator, Bethead AS

Bærum, Norway — 2002-2002

- Flash character animation

Web designer / Flash developer, Dinolife AS

Bærum, Norway — 2001-2002

- Design and development of children's games in HTML and Flash

SPEAKING EXPERIENCE

- Flash on the Beach, Brighton, 2010
- Flash on the Beach, Brighton, 2011
- Reasons to be Creative, Brighton, 2012
- Reasons to be Creative, Brighton, 2014

KEY CLIENTS

- Telenor Group
- Expology
- Research In Motion
- News Corp
- Statkraft
- Brothers & Sisters

LANGUAGE SKILLS

- Norwegian born
- Excellent spoken and written English
- Good understanding of Swedish and Danish
- Some understanding of German and French

OTHER SKILLS

- Git w. Git Flow
- Subversion
- NodeJS and MongoDB
- WebGL and OpenGL
- Adobe Creative Suite
- After Effects
- Maya
- Unity3D
- Max MSP, PureData, VVVV
- Ableton Live
- Renoise
- Kinect SDK

PARTICULAR INTERESTS

- Open source and development politics
- Music and sound production
- Game development

REFERENCES

Available upon request.