

# PEDRO MARTINS FRONT END DEVELOPER



## PERSONAL PROFILE

Adress: Praceta ângelo lima nº 2 r/c dtº, Casal S.Brás, 2700-056 Amadora

email: pedromartins@pixelkiller.net

Website: www.pixelkiller.net

CellPhone: +351967871594

Nationality: Portuguese

**Date of birth:** 05/03/1983

**Languages:** Portuguese / English/Spanish

## PROFESSIONAL EXPERIENCE

Position: Front-end Developer Period: 01/07/2014 until Now

Company: TheHotel website: www.thehotel.pt/

Technology: javascript/sqlite/as3/json Contact: helder.monteiro@thehotel.pt

**Description:** develop game for iOS 7, target to ipad 3 and ipad mini, game contain local (ipad)

and remote Database, Synchronization between the two databases is made through

a nodejs server

**Detail Description:** produce a game cases based on the series of nutriventures cartoon, the game contains features such

as customizing characters, apply decorative items to the character home, media player among other actions, this game was built respecting techniques to optimize performance, as usage of spritesheets for animation,

efficient use of memory, rendering graphics with gpu.

**Position:** Front-end Developer/Flash Developer Period: 20/10/2013 until 1/6/2014

Company: Mobbit Systems Website: http://www.mobbit.pt/

**Technology:** html/javascript/jquery/as3/json/websocket Contact: francisco.guilherme@mobbit.pt

**Description:** develop interactive applications for display show, mobile applications

and ticket dispensers to service management

Detail Description: using tools like Flash Builder IDE / Flash AS3 project to compile for Adobe AIR target Linux OS,

these projects contain a wide variety of functions such as counter service management, interactive display, corporate tv channel, outdoor advertising, using devices such as webcam,

kinect, surface.

Create a javascript api to be consumed by a front end developer for establishing communication with a server websocket protocol, and messages will make submissions to json structure with methods to subscribe for notifications and return structure contents to represent the active views. Develop applications in html5 / css3 / javascript using frameworks like handlebars, RequireJS, threejs.

**Period:** 01/07/2013 until 19/10/2013 **Position:** Front-end Developer/Flash Developer

Company: Primesoft website: www.primesoft.pt

**Technology:** html/javascript/jquery/as3 **Contact:** rute.rodrigues@primesoft.pt

**Description:** develop games for online gaming platform, implement security measures like server side replay game,

code obfuscation and encrypted deployment

Detail Description: develop AS3 Flash games for flash player, working on platforms games, puzzle games, using player classes,

or develop own classes, applying different techniques such as encryption of data to send to the server,

obfuscation of variables such as scores, apply random seed to validate the behavior

of the server-side game to determine if the game was not hacked.

## PROFESSIONAL EXPERIENCE

**Position:** Mobile Developer/Flash Developer **Period:** 06/03/2013 até 29/06/2013

Company: KSCIT website: www.kcsit.pt

**Description:** develop cmr mobile aplication prototype, using flex and AS3,

synchronize data between mobile database and server database

**Detail Description:** develop cmr mobile aplication prototype, targeting iOS and android devices,

for the sails team of bacardi Portugal, this aplication register required information

from the client, save in sqllite database locally, and when internet is available sync the data

to the server, the connection the the server as made using .net webservices.

**Position:** Front-end Developer/Flash Developer **Period:** 28/04/2011 até 01/03/2013

Company: Freelancer Website: pixelkiller.net

**Technology:** html/javascript/jquery/as3/php/wordpress

**Description:** website custom development

pixelkiller.net | www.md-moldes.net/pt/|http://www.fdcvitamins.pt/ | gibberish.pixelkiller.net

prize.pixelkiller.net | http://opprecht.pixelkiller.net/ | http://pixelkiller.net/works/adant/

**Detail Description:** Develop websites using tools like html5/css3, javascript, produce the design made in photoshop,

to html and css, add action using javascript, retrieving information from the server connecting php pages

using ajax, for the back-side solution most cases was done using wordpress to use as a backoffice.

Develop flash player contents for the websites based html, using class like tweener,

papervison, away3d, starling.

Position: Digital Production Coordinator Period: 20/10/2010 until 27/04/2011

Company: LeoBurnett Website: leoburnett.pt

**Description:** manage tasks of two people, develop campains for facebook,

manage Fiat Portugal website, produce digital campains

**Detail Description:** Develop websites using tools like html5/css3, javascript, produce the design made

in photoshop, to html and css, add action using javascript, or using CMS manager like umbraco to develop contents for Fiat Portugal, adapt contents made by other markets,

like Fiat italy to the Portuguese website.

Develop digital marketing campaigns for some brands like, Freeport, LIDL, or SAMSUNG.

Position: Flash Developer Period: 06/01/2010 até 14/09/2010

Empresa: EuroRcsg/havas Worldwide website: www.havasww.pt/

**Technology:** Flex/ Flash /as3 **Contact:** joao.ferreira@havasww.pt

**Description:** develop campains for facebook, produce digital campains,

Detail Description: Develop flash player full websites or aplications, using classes like tweener, papervison, away3d,

starling and owner classes.

The major websites develop connects to facebook to retreive information relative to the

user, like how many friends have shared interests, or others type of data.

Position: Flash Developer / Front End Developer Period: 01/03/2007 until 31/11/2009

**Empresa:** Pkage Design **website:** www.pkage.com

**Description:** Build dynamic Flash based websites powered by .net webservices,

php, or xml, using papervision, tweenning, away3d and other classes

**Detail Description:** Develop flash player full websites or aplications, using classes like tweener, papervison, away3d, starling

and owner classes, part of this job, consists on taking the design made on photoshop, and make a

interactive product with interaction. Develop banners adds like Mrecs, landing pages build with html/css.

Position: Flash Developer Period: 28/11/2004 until 29/11/2006

Empresa: NovaBase website: www.novabase.pt

**Description:** create e-learning courses for flash based

**Detail Description:** Develop contents for a e-learning plataform (Blackboard),.contents made using flash as2/as3,

contents could be just pages with information, or quiz tests, this contents could contain

wide range of features and Interactions.

Manage E-learning Portal from CGD (Caixa geral de depositos), add html or flash based contents, tracking if online courses are working with no errors.

#### PROFESSIONAL TRAINING

Class: iOS Mobile Aplications School: Edit

**Period:** 20/02/2013 until 28/06/2013 **website:** www.edit.com.pt

**Description:** Development and Programming Mobile applications, to think in Apple iOS7 (Objective C),

iPhone and iPad platform.

http://www.edit.com.pt/cursos-e-workshops/curso-programacao-iphone-objectivec-lisboa.html #sthash.QyUUGL5W.dpuf

Class: PHP School: IEFP

**Period:** 07/03/2005 até 07/04/2005 **website:** www.iefp.pt

**Description:** Learn PHP programing skills, OOB and Access Mysql Database

Class: Flash Actionscript School: IEFP

**Period:** 28/01/2005 until 27/02/2005 **website:** www.iefp.pt

**Description:** Advanced programing skills AS 2.0

Class: Multimedia technical School: IEFP

**Period:** 11/09/2003 até 08/09/2004 **website:** www.iefp.pt

**Description:** Image Processing: photoshop; dreamweaver, flash. 3D: Plasma Sound: acid from sonic foundy

Video: Adobe Premiere

Class: Webdesign Profissional Galileu School: IEFP

**Period:** 17/09/2002 until 02/02/2003 **website:** www.galileu.pt

**Description:** web development basics what is and how works: html, css, javascript, actionscript, photoshop

### **EDUCATION QUALIFICATION**

**Class:** Sciences and Technologies

School: Escola Secundária da Amadora

Period: 17/09/1999 até 05/07/2003

**Education type:** secondary education

**Description:** Sciences and Technologies

Main subject:

10th, 11th and 12th years - Mathematics A

Specific Subjects:

Biology, Descriptive Geometry, Physics

## **SKILLS**

#### **LANGUAGES**

#### AS3 10/10 JAVASCRIPT 09/10 09/10 Jquery \_\_\_\_ CSS 08/10 PHP PHP 06/10 HTML5 09/10 Objective-C 07/10 Mysql 07/10

#### **SOFTWARE**

FLASH	10/10
PHOTOSHOP	09/10
ILLUSTRATOR	04/10
FLEX	08/10
<b>AFTER EFFECTS</b>	04/10
XCODE	08/10

#### **OTHER**

MVC	10/10
AWAY3D	09/10
JSON	09/10
XML	09/10
WEBSERVICES	08/10
SVN/GIT	09/10
Tweening	09/10

NODE.JS	03/10
LESS	07/10
SASS	07/10
AngularJS	04/10
PhoneGap	04/10