DANNY CORTES

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AS3 · GAME DEVELOPER · HARD WORKING · QUALITY · EXPERIENCE
HIGHLY EXPERIENCED AWARD WINNING GAME DEVELOPER SEEKING A NEW ROLE

Award winning, innovative and logical thinking AS3 Game Developer with vast knowledge of leveraging technology, designing, coding and deploying sophisticated techniques; achievement-oriented, able to overcome issues, capture requirements and implement methodologies that maximize performance and deliver outstanding, engaging products; now aspiring to gain an opportunity that will utilise passion and creativity with an extensive range of software skills.

FUNCTIONAL SKILL RANGE · CORE COMPETENCIES · AREAS OF EXPERTISE

- AS3
- Adobe Air & Flex
- Starling & Feathers UI
- Facebook AS3 Dev.
- Adobe Scout
- CitrusEngine
- PureMVC

- RobotLegs
- ASC 2.0
- Away3D
- Alternativa3D
- Pixel Blender
- Flash Builder
- Flash Professional

- iOS and Android on Air
- Kinect Dev. on Air
- Leap Motion Dev on Air
- Design/Code Reviews
- MySQL/PHP
- Writing Unit Tests
- Game Studio Experience

WORK EXCELLENCIES · CAPABILITIES · KEY ACHIEVEMENTS

- Won "Best iOS App of 2013 in Colombia" in Dec 2013 - organised by The App Date
- Won "Best Social Mobile App of 2012 in Colombia" in Dec 2012 - organised by The App Date
- 1 of my apps classified at "Best 10 Latin America Apps" in Jun 2012 - again organised by AppCircus
- 2 of my apps classified at "Best 10 Colombian Apps" in Nov 2011 - organised by AppCircus
- Awarded 4th place at Reto Flash Lite in Jan 2011 - organised by Adobe User Group Colombia & HiMedia Digital
- Developing fun, scalable multiplatform games, from design review, prototype to production

PROFESSIONAL EMPLOYMENT EXPERIENCE AND CAREER HISTORY

GamElves (www.gamelves.com)   **Mar 2013 - present**
Founder, Game Concept Development

- Responsible for prototype concepts, design review and review game assets for production stages
- Experience with Adobe Photoshop, Illustrator, Texture Packer, Particle Designer and Glyph Designer

Whistlebox Inc. (www.whistlebox.com)   **Jun 2012 - present**
Freelance Adobe Air Developer & Project Manager

- Kinect & Leap Motion development using native extensions on Adobe Air
- Game prototype development using Adobe Air (AS3), Starling, Feathers UI
- Collaborating with teams to capture requirements, define work scopes plan development tasks
- Playing a pivotal role in all phases of the software development and testing cycle

DannyCortes.com   **Jan 2011 - present**
Adobe Air Freelance Developer / Game Development on AS3

- Dealing with Native Extensions Implementation for Mobile (iOS & Android) using Adobe Air
- Integrating apps with the Facebook SDK for Web and Desktop
- Communicating with back-end services and highly experienced with object-oriented software development

- Also worked on many other technologies as: Flex, Pixel Blender, Away3D, Alternativa3D, Adobe Scout, CitrusEngine, PureMVC, RobotLets, ASC 2.0, TweenMax, Stage3D, Starling & Feathers.

Bytelf S.A.S. (www.bytelf.com) **Feb 2013 - present**
Adobe Air Developer **/** Project Manager

- Created and implemented process maps and workflow to oversee concept through to production and delivery
- Liasing closely with the engineering and design teams to resolve issues and create outstanding products
- Integrating apps with the Facebook SDK for Web and Desktop

Imaginamos S.A.S. (www.imaginamos.com) **Jun 2012 - Feb 2014**
Mobile Adobe Air Freelance Developer (AS3, Starling)

- Oversaw game development on AS3 and adobe air for mobile (iOS and Android)
- Preparing and reviewing game assets for numerous production stages using Adobe Air
- Extremely detail-oriented, analysing cases, testing and juggling projects to deadlines

Siete Interactivo (www.sieteinteractivo.com) **Feb 2012 - Nov 2013**
AS3 Freelance Developer

- Kinect Development • AS3 • Flash Builder • Developed client-side games for social networks
- Integrating apps with the Facebook SDK for Web and Desktop

Hi Media Digital (www.himediadigital.com) **Nov 2011 - Feb 2012**
Mobile Adobe Air Developer

- Develop mobile apps (for iOS) on AS3 using the classical display list

Colombia en Linea **Feb 2010 - Jan 2011**
AS3 Developer / Flash Professional

- Working in an Agile and dynamic environment, taking technical ownership of features and quickly identifying any technical problems with the design or any improvements that could be implemented.

Standaju S.A.S. **Jan 2009 - Jan 2010**
Mobile Flash Lite Developer / AS3 Development

- AS3 and Flash Lite Development - Integrating apps with the Facebook SDK for Web and Desktop

Cibercol Ltda **Sept 2008 - Jan 2009**
Backend Developer / MySQL & PHP

- PHP Development • PostgresSQL • PHP • Developed comprehensive knowledge of backend standards and practices

EDUCATION · QUALIFICATIONS · COURSES · TRAINING

"Juan N. Corpas" University (Music, Classical Piano) Jun 2005 - Jun 2007
"Nueva Granada UMNG" University (Multimedia Engineer) Jun 2007 - Dec 2011

PERSONAL AIMS · CHARACTER VALUE · GOALS · FUTURE POTENTIAL

Range of abilities that can bring to any new role:

- Optimising technology methodologies, outlining scopes, gathering intelligence and capturing requirements
- Acting as the conduit for AS3 games development knowledge and recommending options and software
- Establishing objectives, workflow, the development life cycle and shaping solutions across technologies
- Adhering to standards and guidelines, testing progress using staged interventions and mechanisms
- Documenting progress and resolving technical queries with a keen eye for design and user experience

HOBBIES · ACTIVITIES · INTERESTS · ADDITIONAL INFORMATION

Playing Colombian Music • Piano Pieces of Bach, Mozart, Beethoven etc • Movies • Sports • History • Music • Travelling •

EMPLOYMENT REFERENCES

Both professional and personal references are available on request.