Eugene Heckert III
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PROGRAMMING KNOWLEDGE:
Objective C, Xcode, CocosPods, Reveal, Parse, Flash, ActionScript 3, C#, Unity

Platforms:
iPhone/iPad

WORK HISTORY:

Soap Creative/Ludomade Inc, Dallas, Texas
iOS Software Engineer   **April 2013 - Present**
- Sole developer for Trintech's Cadency app for iPhone and iPad using Objective-C, Xcode
- Added an iPhone version to the Rockwell Collin's Service First app using Objective-C, Xcode
- Co-developed the native GameStop App using using Objective-C, Xcode
- Use Webservices to download/upload images and information

Covalent Media Labs, Dallas, Texas
Free lance iOS Software Engineer   **January 2013 - Febuary 2013**
- Sole developer for Heineken Champions 2013 for iPhone using Objective-C, Xcode
- Bug fixes for Heineken Ultra Remix, Which included over all performace improvements.
- Use Webservices to download/upload images and information

Blockdot Games, Dallas, Texas
iOS Software Engineer   **October 2011 – January 2013**
- Learned Objective-C and new technologies on the fly, contributed to several "Advertainment" and "IP" games.
- Sole developer of "LEGO NINJAGO Video Dojo" for iPhone/iPad using Objective-C, Xcode.
- Completed development of 2 games within the American Airlines mobile app using Objective-C, Xcode.
- Helped with bug-fixes on the National Geographic mobile app (Objective-C).
- Added new features and bug fixes to several "IP" mobile apps including: Chictionary, Crosswire, Dingbats and others.
- Learned Flash/AS3, created a Flash game for Chuck E. Cheese.
- Understood deadlines and worked quickly and effectively to meet them.
- Use Webservices to download/upload images and information

GameStop Native iOS App
http://youtu.be/2s2EYwIUiF0
- Co-developed moving the app from a cross-platform solution to a native one
- Developed in a three-month period for initial release.
- Currently in Development a year later adding feature and improvements.
- Developed an iPhone version using Objective-C and Xcode.
- Updates dynamic content (video/images) using a JSON file to parse and locate the required information on the web.

EDUCATION
DeVry University, Irving, Texas
Bachelor of Science in Game and Simulation Programming   February 2011