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| Vincent Le Quang | |
| Objective | *Work among talented artists and developers dedicated to produce amazing, inspiring and creative apps. Be part of a company who loves its employees and its customers. Rock* *the world of Internet with innovative and original creations.* |
| Various Skills in Art and Tech | I am a developer in Flash, Actionscript, JavaScript, Java, C++, PHP, SQL  or any new language I can learn  Also I am an Animator, Song Writer and French Speaker  With experience in the following technologies: Mobile, Facebook, Adobe Media Server, Native Extensions, XSL, Final Cut Pro, Maya, Stage 3D, Box 2D, Nape |
| Solid Work Experience | **Computer Scientist @ Adobe System Inc.** • July/2011 – Now   * Develop features for Adobe Connect Mobile. a product that works on Android, iPhone, iPad, and Blackberry. Defined debugging procedures, streamlined build. * Developed automation testing system usable by testers. * Worked on research projects using Flash and C++ for a remote desktop project that uses VNC technology * Implemented web apps prototypes demonstrating chat and video in HTML5, using a framework that translates Actionscript to JavaScript. * Tremendously improved the team’s efficiency by figuring out debugging processes.   **Flash Game Developer @ CrowdStar** • May/2011 – June/2011   * Developed features for the game Wasteland Empire, a strategy game for Facebook.   **Flash Game Developer @ K-Factor Media** • April/2009 – February/2011   * Helped the company transition to social game as the first Flash developer in the company * Developed cool social Flash games such as “Penguin Toss” or “Duck vs. Hunters” on Facebook, providing millions of players with quality entertainment. * Produced flash animation for games and greeting cards, composed music, and translated games in French * Produced automation tools to automate repetitive task and help the workflow of artists, saving them hours of work. * Wrote tools to automatically translate apps using the Google translation API.   **Software Design Engineer Contractor @ Microsoft via Siemens** • April/2007 - August/2007   * Develop games in C++ for KidTab, which is a prototype for a tablet for kids. * Wrote Flash game prototypes in Action Script. Particularly, I produced the prototype that lead to Itzabiza from Sabi Games   **Software Design Engineer @ Microsoft** • September/2000 - October/2005   * Developed features desktop and web applications for Microsoft Project using C++, JavaScript, C#, Visual Basic, ASP.net * Cross collaboration with Office to develop Project's Outlook Add-in and address cross product issues. * Interviewed candidates for the Project team, mentored and wrote help documents for new team members   **Teaching Assistant @ UC Irvine** • September/1998 - August/2000   * Graded homeworks, helped student with their lab work involving Java, C++, data structures and algorithms * For the beginner's class, taught students Word, Excel, Email and How to build web pages.   **Teacher Assistant @ Santa Ana College** • January/1998 - June/1998   * Graded homeworks for a French teacher. Typewriting and mailing for the Humanities and Social Science department   **Software Engineer @ Prism Computer Corporation** • August/1997 - February/1998   * Redesigned forms from PC to Mac and some database work. During that time, I was a full-time student with 2 part-time jobs |
| Broad Education | **Graduate Studies Academy of Art of San Francisco** • **2008** Major: 3D Animation Learned the great secret behind truly realistic animation: Tons of work!   **Certificate for Filmmaking Seattle Film Institute** • **2007** Studies: Screenwriting, Directing, Editing, Filming and Film History Screened a short in a Film festival:  “[EGGWORLD](http://www.metacafe.com/watch/1353383/egg_world/)” at the Cinerama for the [2008 Seattle Short Sci-Fi Festival](http://www.empsfm.org/programs/index.asp?articleID=1020)  **Bachelor of Science  University of California, Irvine** • **2000** Major: Information and Computer Science GPA: 3.6 Did research to produce the fastest sorting algorithm ever Participated in the ACM Programming Contest  **Associate of Science Santa Ana College** • **1998** Major: Computer Science GPA: 3.94.  Graduated with High Honor Member of Phi Beta Kappa  **Baccalaureat Lycée Corot en France** • **1996** Spécialité: Les Maths  Passé avec Mention Assez Bien |
| Volunteering | Assist Children in a Baha’i community with activities like singing, discussions and workshops.  Volunteered at the food bank with co-workers from Adobe.  Helped with the Adobe Youth Voice group, assisting students to show their movies and artistic work |
| The Fun Part | ***My hobbies:*** *I have various hobbies like piano, writing screenplays, making films, cooking, and writing video games.  Lately, I completed a fun puzzle game, World of Turtle, in Flash that’s playable in the web browser as well as on Android mobile:*  World of Turtle <http://worldofturtle.weebly.com/> |
| References | References are available on request. |