

Olin Kirkland

Brühler Landstraße 2,

50997 Köln, Germany

me@olinkirk.land; +49 162 372 0898 / +49 162 479 1521

<https://www.olinkirk.land>

SUMMARY

I am an adaptable programmer and UI developer with a passion for making games, producing high quality OOP code, and creating user interfaces. My professional experience includes core front-end development for large scale applications, game development, and game design. In my free time, I work on personal game-related projects with an emphasis on procedural generation.

SKILLS

- * *Expertise in Programming languages:* ActionScript 3.0, Apache Flex, Haxe
- * *Familiarity in Programming languages:* C++ (Unreal Engine), Javascript, C# (Unity)
- * *IDEs:* IntelliJ IDEA, Microsoft Visual Studio, Eclipse, FlashDevelop, Flash Builder
- * *Adobe Suite:* Adobe Animate, Adobe Illustrator, Adobe Photoshop
- * *Version Control:* Git
- * *Communication:* Native speaker of English and German

EDUCATION

George Mason University, Fairfax, VA, United States

Completed coursework towards a Bachelor's Degree in Computer Science

September 2011 – June 2013

Oakton High School, Fairfax, VA, United States

Graduated with Advanced Placement

September 2007 – June 2011

PROFESSIONAL EXPERIENCE

References to Adobe Air/Adobe Flash imply the programming language Actionscript 3.0

BRIGHT FUTURE, Cologne, NRW, Germany

Game Developer, April 2020 – Present

- * Work closely with other programmers and designers to develop and maintain a massively-multiplayer browser game that was ported from Adobe Flash (Actionscript 3.0) to JS/HTML5 (Haxe + OpenFl)
- * Debug and refactored the game's codebase with an emphasis on improving performance
- * *Technologies:* Adobe Flash, Haxe, OpenFl

DALLMEIER, Regensburg, BY, Germany

Flex Developer, May 2018 – April 2020

- * Worked closely with other programmers and designers to build intuitive user interfaces
- * Developed various interactive modules for displaying and visualizing data
- * *Technologies:* Adobe Air, Apache Flex, RESTful Web API

HOUSTON MUSEUM OF NATURAL SCIENCE, Houston, TX, United States

Contract Interactive Developer (Freelance), September 2017 – May 2018

- * Developed interactive touch screen applications and kiosks for deployment in the Houston Museum of Natural Science, one of the most popular museums in the United States
- * Worked closely with curators to build content-rich exhibits to inform and entertain visitors
- * Organized and led meetings with museum docents and volunteers
- * Designed and collaborated to develop an interactive kiosk that uses LEAP Motion technology
- * *Technologies: Adobe Air/Flash, Apache Flex, C#, LEAP Motion*

PAUL BERNHARD EXHIBIT DESIGN AND CONSULTING, Houston, TX, United States

Interactive Developer, September 2015 – May 2018

- * Developed interactive touch screen applications and kiosks for deployment in the Houston Museum of Natural Science
- * Designed application concepts and layouts, and directed the organization and implementation of museum content for custom applications
- * Wrote code to interface with custom hardware like the LEAP Motion and Arduinos
- * Produced maps based on custom data sets using industry standard GIS tools
- * Programmed visualizations for data from a wide variety of formats and sources including data from RESTful APIs related to the energy sector and extensive industry data sets
- * *Technologies: Adobe Air/Flash, Adobe Flex, C#, Unity, HTML, Javascript, Arduino*

ZENITH LEARNING, Houston, TX, United States

Teacher (Once a week, Part time), January 2017 – June 2017

- * In addition to my full time job at Paul Bernhard Exhibit Design and Consulting, I worked part time at an after-school program at a magnet school in Houston

RENAISSANCE CHILD, Arlington, VA, United States

Camp Instructor, April 2015 – September 2015

- * Created lesson plans and activities relating to subjects including mechanical engineering, stop-motion, programming, and robotics
- * Supervised, instructed, and assisted students in a classroom setting

ODESK.COM

Interactive Media Developer and Graphic Designer (Freelance), June 2013 – April 2015

- * Conferred with clients to discuss and determine layout design, and functionality of software
- * Developed and implemented graphics and layouts for company applications
- * Reviewed final layouts and suggested improvements as needed
- * Maintained an organized archive of versions and products
- * *Technologies: Adobe Air/Flash*

GEORGE MASON UNIVERSITY, Fairfax, VA, United States

Flash Developer (Part time), January 2012 – May 2013

- * Developed interactive web applications to allow users to explore university floor plans and virtual tours
- * Performed tests of web applications to be sure they produced the desired results
- * *Technologies: Adobe Flash*