# Olin Kirkland

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## SUMMARY

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

## SKILLS

- *Programming languages*: ActionScript 3 + Apache Flex, Haxe + OpenFl, Javascript, C#
- *IDEs/Software*: IntelliJ IDEA, HaxeDevelop, Visual Studio, Android Studio, Adobe Animate
- *UI and application design*: Paper prototyping, storyboards, moodboards
- *Soft skills:* Effective communicator, team player, problem solver
- *Communication:* Native 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 language Actionscript 3

**BRIGHT FUTURE GMBH., Cologne, NRW, Germany**
**Game Developer**, April 2020 – Present
- Work closely with other programmers and designers to develop and maintain a massively multiplayer browser game
- Debug and refactor the codebase emphasizing readability and improved scalability
- Assist in the migration from ActionScript 3 to Haxe to maintain efficacy on the browser platform
- Complete code reviews and manage documentation
- *Technologies: Haxe, OpenFl, Starling, Android Studio*

**DALLMEIER GMBH., 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 in a user-friendly dashboard
- *Technologies: Adobe Air, Apache Flex*

**PAUL BERNHARD EXHIBIT DESIGN AND CONSULTING, Houston, TX, United States**
**Interactive Developer**, September 2015 – May 2018

- Designed and developed interactive touch screen applications and media kiosks for deployment in the Wiess Energy Hall of the Houston Museum of Natural Science
- Directed the organization and implementation of museum content for custom applications
- Created maps from custom data sets using industry standard GIS tools
- Developed 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
- Created moodboards and storyboards for application design
- Managed and carried out the deployment of applications to their intended hardware
- *Technologies: Adobe Air, Adobe Flex, C#, Unity, HTML, Javascript, Adobe Flash, Arduino*

**RENAISSANCE CHILD, Arlington, VA, United States**
Technology Lead and Camp Instructor, April 2015 – September 2015

- Researched and purchased required hardware and software, provided on-site tech support
- 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**
Freelance Interactive Media Developer, June 2013 – April 2015

- Consulted with clients to determine design and functionality of software
- Developed and implemented Flash and Adobe Air applications
- Created small graphics like logos or profile pictures
- Maintained an organized archive of versions and products

**GEORGE MASON UNIVERSITY, Fairfax, VA, United States**
Flash Developer, January 2012 – May 2013

- Created a variety of Flash apps that were hosted on the University website (dynamic banners, etc.)
- Developed interactive university floor plan and virtual tour apps
- *Technologies: Adobe Flash*