Olin Kirkland

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SUMMARY

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

SKILLS

* *Programming languages*: Actionscript 3 (+Apache Flex), Haxe (+OpenFl), C# (+PlayerIO), Javascript
* *IDEs:* IntelliJ IDEA, Microsoft Visual Studio, FlashDevelop, Flash Builder
* *Design:* Adobe Animate, Adobe Illustrator, Adobe Photoshop
* *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 language Actionscript 3

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
* Develop tools for other departments
* Debug and refactor the game's codebase with an emphasis on improving performance
* Work collaboratively using version control (Perforce and Git)
* *Technologies: Haxe, OpenFl, Trello, Jira*

DALLMEIER, Regensburg, BY, Germany
Flex Developer, May 2018 – April 2020
* Worked closely with other programmers and designers to develop user interfaces
* Developed various interactive modules for displaying and visualizing data
* Worked collaboratively using version control (Git)
* *Technologies: Adobe Air, Apache Flex, Redmine*

HOUSTON MUSEUM OF NATURAL SCIENCE, Houston, TX, United States
Freelance Front-end Developer (Freelance), September 2017 – May 2018
  * Developed interactive touch screen applications and kiosks for deployment in the Houston Museum of Natural Science
  * 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 developed a cutting edge interactive kiosk using LEAP Motion technology
  * *Technologies: Adobe Air, Adobe Flash, Apache Flex, C#, LEAP Motion*

PAUL BERNHARD EXHIBIT DESIGN AND CONSULTING, Houston, TX, United States
Front-end Developer, September 2015 – May 2018
  * Developed interactive touch screen applications and kiosks for deployment in the Houston Museum of Natural Science
  * Directed the organization and implementation of museum content for custom applications
  * Wrote code to interface with custom hardware (sensors 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
  * Communicated with engineers, graphic designers, and researchers during development
  * Created concepts and layouts as detailed storyboards for graphic designers to build on
  * Managed and carried out the deployment of applications to their intended hardware
  * *Technologies: Adobe Air, Adobe Flex, Flash, C#, PlayerIO, Unity, HTML, Javascript, Arduino*

RENAISSANCE CHILD, Arlington, VA, United States
Camp Instructor (Full time), 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

FREELANCER
Interactive Media Developer and Graphic Designer, 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

GEORGE MASON UNIVERSITY, Fairfax, VA, United States
Flash Developer, January 2012 – May 2013
  * Developed a series of interactive web applications to allow users to explore university floor plans, place furniture in dorms, and virtual tours
  * *Technologies: Adobe Flash*