

Olin Kirkland

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Cologne, Germany | Bilingual German and English

Skills

Languages & Frameworks: TypeScript, JavaScript, ActionScript 3, Apache Flex, Haxe

Software: Visual Studio Code, Adobe Animate, IntelliJ IDEA, Publii, Postman, Git Kraken

Experience

Bright Future GmbH. in *Cologne, North Rhine-Westphalia, Germany*

Game Developer, April 2020 – Present

- Developed and maintained the massively multiplayer Haxe browser game Rail Nation
- Created tools to reduce the time taken to create item sales and integrate content for new features
- Assisted in the game's migration from ActionScript 3 to Haxe to maintain efficacy in the browser and later on mobile platforms

Dallmeier GmbH. in *Regensburg, Bavaria, Germany*

Flex Developer, May 2018 – April 2020

- Created interactive modules to display and visualize camera, VIP, and sale data in a user-friendly dashboard according to client needs
- Developed an interface for clients to back up their recorded data securely to physical media
- Collaborated to implement a dark/light mode across the application

Paul Bernhard Exhibit Design and Consulting in *Houston, Texas, United States*

Applications Developer, September 2015 – May 2018

- Designed and developed of touch screen Adobe Air applications and media kiosks and deployed them in the Wiess Energy Hall of the Houston Museum of Natural Science
- Developed interactive visualizations for data from a wide variety of formats and sources related to the energy sector

- Created moodboards and storyboards and collaborated with museum curators to come up with application mockups
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Education

George Mason University, Fairfax, Virginia, United States

Completed coursework towards a Bachelor's Degree in Computer Science

September 2011 – June 2013