

## Robert Maher

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### Qualifications

- 15 years of experience in c#, typescript, javascript, html, css, and web design
- 3 years developing in typescript with react, angular, nestjs, and ruby on rails as a consultant for [Arcadia](#).
- Designed and developed web sites, interactive projects, games, and TV commercials for clients such as UPMC, Highmark, Cigna, PNC, American Eagle, Carnegie Science Center, and the Pittsburgh Children's Museum

### Undergraduate

- Robert Morris University, Bachelor of Arts - 12/2009
- Major: Media Arts with web design emphasis
- QPA: Major, 3.9; overall 3.30/4.0

### Employment

[Castle Pixel](#) | Game Developer / Owner | 1/2021 - Present

Created [Blossom Tales 2](#) for the Nintendo Switch with [Playtonic Games](#). Developed with C# and Monogame.

[Rivers Agile](#) | Software Engineer | 3/2017 - 1/2021

Developed SPAs in Ruby on Rails, nestjs, Material UI, Angular 1 - 7, Typescript, SASS, React (typescript), Storybook and Redux for the oil and healthcare industries. Clients include [Arcadia](#), [Highmark](#), [Cigna](#), and [Steward Health Care](#). All applications developed have integration with AWS services like S3, Cognito, and Lamdas.

[Castle Pixel](#) | Game Developer / Owner | 9/2014 - 2/2017

Produced two video games, [Rex Rocket](#) and [Blossom Tales](#) in partnership with [FDG Entertainment](#). While at Castle Pixel, I was the lead story, game, level, and art designer. Games were developed using C#, Microsoft's XNA framework, and the Monogame framework for cross-platform publishing. Blossom Tales was ranked in the top 25 games on Nintendo Switch by IGN.com for the first two quarters of 2018 and has been featured in special promotions by Nintendo on multiple occasions.

[Niche.com](#) | Front-end software engineer | 8/2012 - 9/2014

At Niche I worked closely with backend developers to create single page web applications, responsive websites, and mobile apps. Web apps were developed using AngularJs, jQuery, php, .Net, MVC3 Razor, css (Less/Sass), and html. Along with coding, I designed many site layouts, facebook pages, and logos.

[V-teractive](#) | Game Engineer | 3/2012 - 8/2012

Created video games using Adobe Flash, Actionsript, and Javascript.

[Buzzhoney](#) | Senior Web Designer | 9/2011 - 3/2012

At Buzzhoney, I worked with html, css, and jquery on a day to day basis. I also designed websites for many of their other clients. I primarily worked on the Giant Eagle website performing site maintenance, content posting, and upgrades to existing pages.

#### [Brunner](#) | Visual Designer | 3/2011 - 9/2011

At Brunner I primarily worked with html, css, and javascript to create websites for clients, such as Bob Evans and Huffly bikes. Aside from websites, I worked on email campaigns and banner ads.

#### [Fivestar Development](#) | Instructional Designer | 9/2010 to 3/2011

Created e-learning applications for clients like Walt Disney, US Steel, in and out In-and-out burger and more. Applications were developed in Adobe Flash, actionscript, and javascript. I was mainly responsible for producing designs, and programming applications.

#### [Chemistry](#) | Multimedia producer | 12/2007 to 9/2010

I produced many websites, banner ads, tv commercials, and interactive kiosks. Clients included PNC, UPMC, American Eagle, and more. At the time, I also worked heavily with Adobe Flash and actionscript.

#### Awards

- [ign.com](#) - [Blossom Tales](#) was ranked #15 in the top 25 Nintendo Switch games by IGN
- [Createpgh.org](#) - selected as one of the 'Top Interactive Projects of the Year' for work on [Wellsite Report](#), Rivers Agile
- [Pghtech.org](#) - selected as one of the 2017 Top Ten Creative Industries projects in the GAMING + EDUCATION category for Blossom Tales.
- 2009 Pittsburgh Gold Addy Award: "Walls Are Bad" Banner
- 2009 Robert Morris University Senior Award for "Best Web Site Design"

#### Skillset

- UX design
- UI development
- OOP programming
- Web Design
- Graphic Design
- Level Design
- 3D Modeling
- Motion design

#### Coding

- Web
- Responsive design
- HTML5
- LESS / SASS
- Bootstrap / Foundation
- Javascript
- Angular 1-7
- React/Redux
- Ruby on Rails
- jQuery
- TweenLite

#### Applications

- Visual Studio
- Photoshop
- Illustrator
- Blender
- Premiere
- Flash
- After effects

- C#
  - XNA
  - Monogame