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| OBJECTIVE Sr. Web/Application Developer A position using proven technical skills. SUMMARY Professional Web/Application Developer with experiences of developing high performance Websites / Rich Internet Application. TECHNICAL SKILLS  |  |  | | --- | --- | | Platform | Mac OSX, Windows | | Languages | JavaScript, HTML/XHTML, CSS, Java/JSP, ActionScript, UML | | Tools | IntelliJ, Eclipse, Git, Subversion, Maven, Ant, Firebug, weinre, Bash, Flex CS5.5/Flash Builder 4.5, Flash Media Server, Dreamweaver, Photoshop, Illustrator, Fireworks, Microsoft Office | | Libraries/Frameworks | YUI3, jQuery, jQuery Mobile, Dojo, EXT, Raphael, D3.js, NodeJS, NPM, Bower, Polymer, Spring, SiteMesh, Cairngorm, PureMVC, SASS, Compass, Handlebars, Dust.js, Google Publisher Tag, Adobe Dynamic Tag Manager |  EXPERIENCESr. Application Developer, National Football LeagueCulver City, CA — 2010-Current Built and maintained web applications, widgets, flex applications for high traffic web site  Currently learning Swift language for iOS application development. Accomplishments  * Developed and maintained NodeJS internal console web application. * Built interactive drive chart widget POC using D3.js * Built real time score update POC page with Node.js and web socket * Built Fantasy Live iOS native app POC * Developed mobile/desktop schedules pages and responsive modules * Developed and successfully delivered In-game drive chart in NFL Mobile iPad App. * Developed and successfully delivered Superbowl 47 desktop/mobile page. * Developed and successfully delivered NFL New Stats page. * Developed and successfully delivered NFL Schedules page. * Developed and successfully delivered 2011/2012/2013/2014 Game Center and mobile friendly HTML drive chart on NFL.com using YUI3. * Developed and successfully delivered live streaming player with Adobe Flex for various live events such as Scouting Combine, Draft, Fantasy Live, Thursday Night Football and Superbowl.   http://www.nfl.com/labs/data-viz/drivechart  http://www.nfl.com/gc-hd/2013020300/2012/POST22/ravens@49ers  http://www.nfl.com/gamecenter/2013020300/2012/POST22/ravens@49ers  http://www.nfl.com/superbowl/47  http://www.nfl.com/m/superbowl/47  http://www.nfl.com/stats/statslab  http://www.nfl.com/schedules  http://www.nfl.com/gamecenter/2012020500/2011/POST22/giants@patriots  http://www.nfl.com/combine/live  http://www.nfl.com/draft/2011/live/landing  http://www.nfl.com/fantasy/live  http://www.nfl.com/superbowl/46/live/wednesday Sr. Application Developer, Fox Audience NetworkSanta Monica, CA — 2009-2010Accomplishments  * Developed and maintained self-serve ad platform  MyAds(https://www.myads.com) front-end using Flex, JavaScript(Dojo, jQuery, Prototype), HTML(JSP, JSTL). * Developed reporting tool with HTML5 charting. * Developed and maintained functional test code written in Java using Selenium and FitNesse. * Developed prototype Adobe AIR application using EXT/jQuery with MyAds SOAP API.  Sr. Application Developer, Fox Interactive MediaSanta Monica, CA — 2008-2009 **Accomplishments**   * Developed and maintained online advertisement generator application using Adobe Flash CS3 technology. * Developed and maintained customer service application using Flex3/Charting and Cairngorm framework. * Developed internal data analysis tool using Adobe Flex3 technology with Micro Strategy DI. * Analyze and improve application performance by refactoring code using proper design pattern and object-oriented programming.  Sr. Flash/Flex Developer, Advanced Video Communications, IncLos Angeles, CA — 2004-2008 **Accomplishments**   * More than four years of Adobe Flash experiences using Flash5, MX, 2004, 8, CS3 and Flex3. * Developed most of flash applications as well as main video chat application for Stickam(http://www.stickam.com). * As a lead flash developer, architected a framework for our applications so that designers can change the design from xml and graphic files. * Responsible for main client applications from its design phase to completion and maintenance phase. * Worked with Flash Remoting technologies with Java server. * Proficient skills for developing video chat and chat room application using Flash Communication Server/Media Server. * Experiences of developing flex application using Cairngorm and PureMVC framework. * Developed chat API for internal Flex/Flash developers and documenting it with ASDoc. * Developed video recording application. * Developed multimedia player which plays images, mp3 files and video files. * Developed customizable multimedia player and its editor application where users can upload local images to the server to use them as skin. * Developed custom video chat and participant audition room application for CBS and G4TV (Virtual Audience) to support the web show. * Developed video chat AIR desktop application with Flex.  Web Designer / Interactive Content Creator, Technocraft International Co., LtdTokyo, Japan — 1999-2003 **Accomplishments** Developed applications as a CD-ROM package for travel bureau company. Worked with writers, photographers, directors to lead development of creative content from initiation to completion.Created a presentation movie for an announcement of the client’s new products.Designed and developed computer games as Shockwave web contents.Designed web pages including graphics for a real estate company.Developed flash content of Japanese top page for LG Electronics.Established and maintained companies’ web pages with Flash, Dreamweaver, Fireworks and Photoshop for a medical equipment agency.Planned and developed E-learning application using Macromedia Director. Finding out best quality of lecturer video and converting them as QuickTime movie format. Synchronizing Video with lecture text.EDUCATIONKyoto University Kyoto, Japan — 1993-1998 BS Architectural Engineering TRAINING **Digital Hollywood  Osaka, Japan — 1998-1999**  1 year intensive training in interactive design and 3D animation using Macromedia Director and Avid Softimage/Alias Maya.  **LANGUAGE**  Good Command of English  Native Japanese tongue |