Tyson Frederick August 22, 2018

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**Tyson Frederick - Android, Unity3D, Ruby, Adobe Master Suite**

I am a software engineer in mobile(Android/HTML5), web(Ruby/RoR), and gaming development(Unity 3D (C#), Source SDK, Gamemaker). I take pride in being a hybrid software engineer/creative artist. Both fields are necessary but of opposing theory. I'm ready to start my career with a company that is interested in social and cultural interactions through creative implementations of gaming, social media, and/or mobile development. I received my Master of Fine Arts in Digital Media/Art in Technology & Media At San Jose State University, May 24, 2014. I have developed the following applications:

**Java/XML - Eclipse/Android ADT/Android Studio 1.0** - A weather application, "Sunshine Weather Deep Blue", that is published with recommended guidelines on Google Play stores: <https://play.google.com/store/apps/details?id=sunshine.android.tkinetik.net.sunshine>. Open-source code: <http://github.com/tkinetik1/sunshine/>. Made in Udacity's 8-10 week course, "Developing Android Apps". This application uses openweathermap.org's API, streaming a 14-day forecast with an international search of zip code/city name. Implementations and functionality include a live REST-ful api stream, list and detail views with custom icons, Official Android "Kit-Kat 4.4.2" design (7" and 10" tablets and HD resolutions), setting/preference views, intent's to native components(Google Maps), the application lifecycle, formatting and parsing JSON queries, fragments, manifest files, SQLite and SQL queries, local database storage, the action bar, and a daily notification. Uses official documentation.

**Objective-C** - Native Mobile Applications: Two and three card/deck, object-oriented, "matching" game: MVC w/ pointers, getters and setters, and storyboards. I am self-taught thru open online Stanford course cs193p (spring 2012). Obj-C is my first mobile language.

**Ruby on Rails** - A client/server side, social media, Twitter-like, web application using Ruby, Linux, Git(hub) VCS, MVC development structure, REST, LESS/SASS/SCSS formatting via Bootstrap 3 layout/formatting/grid system/fragmentation/views. Features include (un)following, refactoring, AJAX, string and ID storage in relational databases with SQLite3 and PostgreSQL, 220 character posts, and secure authentication of user/admin. Developed on Linux/Ubuntu LTS 12.04/Sublime Text

**FoodShare Mobile and Web Platform** - Geo-locative services and tracking platform bringing unused food to those in need; doing all aspects of product, design, and development from idea to MVP to version 1.0. The current website can be found at <http://www.foodshare.co>. FoodShare will be coming to Kickstarter as soon as it is production ready.

**C# - Unity3D** - Games/Simulations: Unity 3D, Source SDK, Second Life, and Gamemaker for 8+ years. This includes components, game objects, 2d and 3d modes, colliders, lighting, rigidbodies, parents/children, and scripting. C#: physics, player, pickup scripts.

**Java/AS3 - Processing 2.0/Adobe Flash 6** - Over 50 "sketches" consisting of digital videos and programs made through data visualization and computer vision/interaction that implements classes, libraries, importing data files for arrays and storage, and drawing x, y coordinated polygons, lines, points, etc. Fine art practice consists of ActionScript 3.0 and the processing.org java-based language. Work is digital image, video, web app or executable. http://www.tkinetik.net (under development).

I've been an Associate Professor in Art 74: Introduction to Digital Media (Online) at SJSU. The curriculum was Adobe CS6 Photoshop, Illustrator, basic HTML, Dreamweaver, an intro to Flash (AS3), Processing, and WordPress. I've held eight exhibitions in well-known public galleries/spaces. My digital, algorithmic, and interactive works consist of Unity 3d, Flash, Processing, Ableton Live 9.0, MAX/MSP, and Microsoft Kinect (computer vision). I am a member of Phi Kappa Phi, an honorary academic society, and have worked multiple, graduate-level, academic jobs in IT.

I am passionate and challenge problems. I constantly research and learn as an avid technologist, self-teacher, and collegiate-level educator in digital media. My interests include outdoor sports, social gatherings, gaming, research, reading, and exploring the Internet.