

## **MANUEL GONZALEZ**

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### **SUMMARY**

Flash engineer with 10 years of experience in consumer web applications and multimedia development. Proficient in object-oriented programming with an emphasis on agile/Scrum development cycles. Experience with data driven Flash development with a strong foundation in motion graphics and UI design. A strong systemic thinker with a passion for creative technical problem solving.

### **SKILLS**

Expert in ActionScript 2.0 and ActionScript 3.0 • Expert knowledge of Flash integration with server-side technologies • Strong understanding and implementation of object-oriented programming methods.

### **WORK EXPERIENCE**

#### **STHEORY COMMUNICATIONS**

San Francisco, CA

Present

Freelance Flash Engineer

- Consult and produce interactive micro-sites, Facebook applications, web banners and Flash components using ActionScript 2.0 - 3.0.
- Clients: AKQA, Mekanism, Wells Fargo, Euro RSCG, Mojave Interactive, Ordinary Kids, Café Press.

#### **ROXIO**

San Francisco, CA

10/05 – 3/09

Sr. Flash Engineer

- Developed consumer applications that were deployed online and on desktop.
- Utilized AS2 using solid OOP techniques with a focus on building scalable, extensible software solutions.
- Built and established primary framework for applications based on product requirements.
- Created user experience mock-ups and specifications for product features.
- Lead on Flash design integration and GUI development.
- Worked in a small project team using the Scrum development process.

#### **AGENCY.COM**

San Francisco, CA

06/05 – 10/05

Freelance Flash Engineer

- Developed interactive micro-sites using ActionScript 2.0.
- Collaborated with the creative team to translate visual designs, user experience flows, and content into functional and engaging interfaces for client projects.
- Directed and managed junior Flash animators and engineers.

#### **MONDO MEDIA**

San Francisco, CA

01/02 – 10/05

Freelance Flash Engineer

- Consulted and produced interactive Flash applications, games, and demos using ActionScript 1.0 & 2.0.
- Lead engineer on multiple projects; clients consisted of Maxis (Sims2), EA Sports, Leap Frog (Leapster), Yahoo, Ask Jeeves

#### **FLISSINGER - BARLOW**

San Francisco, CA

01/01 – 1/07

Freelance Flash Engineer

- Consulted and developed interactive Flash applications and demos using ActionScript 1.0 & 2.0.
- Lead developer on multiple projects; clients consisted of HardRock Café, Stentor, Yahoo, Genentech

### **SOFTWARE**

Adobe Photoshop, Illustrator, Flash, Flash Builder, ActionScript 1.0 - 3.0, XML, HTML, JavaScript, JSON, SVN