

R. Cody Tolmasoff
cody@confusionfree.com
San Mateo, CA 9440
1 650-868-7386

Primary focus:

As an ActionScript Developer I work extensively with Adobe Flash (and Flex) to develop interfaces for presentations and RIA's (Rich Internet Applications). I also have a keen interest in mobile devices. For the past year I've been working primarily with ActionScript 2, but we are currently shifting to ActionScript 3. I've been using Flash to develop projects since Flash 3.

Skill Set:

Adobe Flash, ActionScript (1-3), Adobe Flex, Adobe Air, Object Oriented Programming, Flash Video, optimizing audio and video for the web (or devices), Flash Slide Presentation, Flash on mobile devices (including Flash Lite), Photoshop, Fireworks, CSS, XHTML, and Office. I also have extensive experience teaching Flash.

Education: Associative of Arts Degree in Multimedia

Experience:

[2008 – 2009] Mixercast

Working at Mixercast I refined an existing Framework to be quickly configurable and reusable. I helped make this Framework easily skinnable and quick to configure to provide tracking and distribution. The Framework I maintained and enhanced was written in ActionScript 2 and this is where I spent the majority of my time, however I was in the process of migrating the project to ActionScript 3 when I left the company.

[2006 – 2008] Eveo

Working at Eveo, I've created dozens of pharmaceutical presentations which sales rep's use on tablet PC in clinical environments to educate doctors on the latest drug treatments. I work primarily with ActionScript 2 in combination with Flash Screen Presentations to make a highly functional interactive product which can also include transparent video, interactive charts, and collecting usage data. Recently I have been working with Flex 2 and AS 3 to add faster development time and performance to our products. I also manage a production team of 3 developers and some contractors here.

[2005-2006] Orange Design

Working with a Flash 5 based game engine designed specifically to work on the Leapfrog Leapster hardware (a portable educational game system), I successfully created games for 4-9 year olds on three titles: Animal Genius, Clifford Reading, and Pet Pals.

[2004-2005] Antenna Audio

I was the primary Flash Developer here; working with Flash on Pocket PC's to create multimedia tours for the Boston Museum of Science and the Van Gogh Museum in Amsterdam. I also created a subtitle engine that could subtitle video or linear content in Flash, and I developed a re-usable XML driven interface based on Antenna's media structure for their audio tour devices.

[2003-2004] ManageStar

Initially hired to develop their company website, I transitioned into development for their web based application for asset management (a pre-Web 2.0 application). Also worked on various demos and SDK's.

[2000-2009] Teaching Experience

[1999-2003] Learn iT!

I taught and created courses and course ware (400 pages of material) for Flash classes at the corporate training at the school Learn iT! in San Francisco. I taught full time day long classes in Flash (a total of 3 days of training), along with a few other programs as was needed. I taught classes full time for a year and a half, then dropped down to part time till 2003.

[2000-2009] College of San Mateo

After graduating from the Multimedia program from the College of San Mateo, I was asked to replace their departing Flash instructor because of my corporate training experience at Learn iT! teaching Flash classes. For 3 years I taught 3 sections of Flash classes creating all of my own courseware. In 2003 due to state budget problems, most part time community college instructors were laid off; I was able to keep

one section of the second semester Flash class I teach (and created). I still periodically teach this section of Flash at the College of San Mateo.