

Owen McNamara

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Flash Game Developer

Objective: A **Flash Game Developer** position for a company seeking an individual with the ability to write functional, optimized ActionScript code, problem solve to achieve company objectives and who is eager to exceed expectations to produce exciting, effective multimedia projects.

Skills:

- Adobe Flash
- Adobe Photoshop
- Adobe Illustrator
- Adobe Premiere
- ActionScript 2.0
- C++ Programming
- Visual Basic .NET
- HTML and JavaScript

Projects:

Flash Developer, *ROFLcopter*, Individual Project

- **Awarded “Best Contemporary/Creative Idea Flash Game Design”** by peer vote.
- Created and maintained Design Document for pre-production detailing asset list, control scheme, interface, gameplay elements, and story.
- Created storyboards detailing gameplay and story, rendered in Illustrator and professionally printed.
- Created dozens of vectorized graphics in Flash and Illustrator that were used in the final product.
- Utilized **ActionScript 2.0** coding and Scene management to create fully functioning interfaces, inventory system, collision, animations, and levels.

Flash Developer, *pWEN pAINT!*, Individual Project

- Expanded upon in-class Flash drawing test.
- Created simplistic drawing program with the ability to use pencil and line tools, create rectangular objects by outline dragging, replace colors of existing drawings, change canvas color, erase existing drawings, and clear the canvas.
- Created simple, intuitive interface for easy navigation, including a color palette that can be hidden or docked.
- Created visual assets in Flash.
- Utilized ActionScript 2.0 coding to create the tools, interface, and color palette functionality.

Education:

Associates Degree in Computer Information Systems, Morrisville State College, Morrisville, NY

- Graduated: 12/2006
- Focused studies on programming and application development.
- Successfully completed courses on programming in C++, Visual Basic .NET and VB for Applications, GUI Design, Programming Logic, Project Management, and creating and maintaining Microsoft Access databases.

Bachelor’s Degree in Game Design, Collins College, Tempe, AZ

- Graduated: 02/2009
- Focused studies on game design, level design, Flash game development and ActionScript programming.
- Successfully completed courses in DirectX programming, creating Design Documents, Story Writing, using Adobe products (Photoshop, Illustrator, Premiere, After Effects, Audition, Flash), Project Management, and designing interfaces, levels and entire games.