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WORK EXPERIENCE

Web Development, AS3, html
Vector Media - vectormedia.com.mx
Mar 2003 - Sep 2007
Tijuana, México

Web Development, AS2, flash
Restate Media - restatemedias.com
Sep 2007 - Mar 2008
Monterrey, México

Flash Game Development
AMCO - amcoworld.net
Dic 2008 - Oct 2009
Tijuana, México

Freelance - reaktivo.com
Oct 2009 - Present
Tijuana, México

LANGUAGES

English written & spoken: 90%
Spanish written & spoken: 100%

LINKS

reaktivo.com
github.com/reaktivo
coderwall.com/reaktivo

SKILLS

CLIENT SIDE

- Extensive knowledge of html5, javascript, css
- Responsive web design
- Javascript libraries such as jQuery, MooTools, extjs
- Processing, Ruby-Processing, etc
- Implementation of physics engines such as box2d for game development.
- Javascript variants, such as Coffee-script

SERVER SIDE

- Server side javascript (nodejs)
- Ruby & Ruby on Rails
- PHP and CodeIgniter, Kohana Frameworks Ruby.
- Wordpress templating

OTHER

- iOS Development (Objective-C, Xcode)
- Usage of version control (Git, SVN)
- Web app deployment (Heroku, Capistrano)

TECH EXPERIENCE

Node.js

I started working with Node.js a few years ago by developing a traffic visualisation site, which included an alert system based on SMS, twitter and email notifications. The maturity of Node.js, it's community and quality of available libraries/packages has grown exponentially every since. For keeping track of traffic time history and notifications in *garitas-tijuana.com*, MongoDB was put to the test and it hasn't disappointed yet. Considering that the site was built with almost equal amounts of client and server side javascript, the use of Node.js enabled me to share code between both sides, specifically the ones responsible for validation and templating.

KEY TECHNOLOGIES

- ExpressJS
- Coffeescript
- Heroku / Git Deployment
- Connect Middleware
- MongoDB / Mongoose
- Node Packages (NPM)

iOS

In June 2010 I was asked to build the interaction design and development for a reference/game app called Knotbad. Most of the work consisted of writing UIView subclasses that handled the kind of interaction that the iOS SDK doesn't provide. It also integrated with the (soon to be defunct) AdWhirl ad network.

KEY TECHNOLOGIES

- Objective-C 2.0
- Cocoa
- MacRuby
- iOS SDK
- AdWhirl SDK

Although not in the App Store any longer, screenshots are available [here](#).

HTML5 + JS + CSS3

For the front-end of *garitas-tijuana.com* I took advantage of modern browser's media query support, that allowed the site to display a UI that adapted to the device's screen size providing a near native experience regardless of platform the user was on. Based on this work the site currently owes more than 75% of its visits to mobile device users. It also benefited from browser's WebSocket support, by automatically updating traffic

data when an update was available on the server, without refreshing the page nor straining the server by using techniques such as long polling.

KEY TECHNOLOGIES

- Native JS
- Media Queries
- Coffeescript
- jQuery
- WebSockets
- Single page apps

Flash Game Development / ActionScript 3

While working for AMCO amcoworld.net, my responsibilities included the development of a custom AS3 framework from scratch on top of the [CASA Library](#) which main focus was on abstracting common or reusable game logic, UI components and mechanics, from scene transitions to scoreboards, character and scene layout, hit detection, user score tracking, particle systems and the implementation of a physics engine based on [box2d](#).

KEY TECHNOLOGIES

- ActionScript 3
- Box2D
- CASA Lib
- OO Framework Design