

## Michael Lucarz

### Objective

Seeking an interesting and challenging role in software development.

### Skill Set

- AS3, Java, C/C++, Python
- XML, CSS, HTML, JSON
- Box2D, PaperVision, greensock Tweening API, FLARToolkit (augmented reality)
- Strong background in algorithms, data structures, design patterns, math and physics
- Windows, Linux/Unix
- SVN, CVS

### Professional Experience

*Jan 2010— Sep 2010*

*Henderson Bas*

*Toronto, ON*

#### Senior Flash Developer

- Developed a variety of rich media for well known brands such as Cola, Kraft, Mercedes, Tim Hortons, LG and Nintendo
- Types of rich media include micro sites, banners and instant win games.
- Worked closely with project managers to determine client needs
- Communicated with art directors in order to meet their visions
- Rapid prototyping of various technologies

*Nov 2009— Jan 2010*

*Stone Graphic Design*

*Mississauga, ON*

#### Flash Developer (contract, telecommute)

- Developed a tool for Chesapeake Energy to visualize pipeline locations throughout North America
- Used XML to store map data as well as output saved maps as JPGs.
- Types of data include pipelines, text boxes, icons, landmarks, state/province information
- Object oriented code was used to ensure modularity and to ensure additional tools and features would be easily implemented

*Oct 2009— Jan 2010*

*Marble Media*

*Mississauga, ON*

#### Flash Developer (contract, telecommute)

- Developed a dating sim style game for Teletoon
- Game consisted of cinematic scenes, interactive chatting/dialogue stages as well as several min-igame stages (gesture based surfing game, rock band style rhythm game)
- ZendPHP was used to save game progress

*May 2009— Jun 2009*

*Marlon Valenzuela*

*Mississauga, ON*

Flash Developer (contract, telecommute)

- Developed dynamic, xml driven map and profile components for Ontario Power Generation website

*May 2009— Jun 2009*

*Pylon Design*

*Mississauga, ON*

Flash Developer (contract, telecommute)

- Developed dynamic, xml driven micro-site for 18 York Office Development
- Custom image gallery and map components
- Dynamically generated layout
- Use of TweenMax tweening library

*Nov 2008— Mar 2009*

*PixelJam*

*Mississauga, ON*

Flash Developer (contract, telecommute)

- Developed “Pizza City” flash game to promote the Aqua Teen Hunger Force show for Adult Swim TV network
- Integrated Box2D Physics API with custom world manager
- Developed complex level editor to aid in the generation of large, free-roaming maps
- Quest, dialog and achievement system

*Oct 2008— Nov 2008*

*Jaludo Group*

*Mississauga, ON*

Flash Developer (contract, telecommute)

- Developed a series of “paper doll” style children’s games with send by email and print image functionality
- Managed and communicated client needs to artist

*Aug 2008— Oct 2008*

*PixelJam*

*Mississauga, ON*

Flash Developer (contract, telecommute)

- Developed “Cookie Party” flash game to promote the Sarah Silverman show for Comedy Central
- Custom physics and platformer engine
- Custom level editor to aid in large level generation

## **Professional and Community Memberships**

Author of zylum’s Indie Game Dev Blog (<http://zylum.net>)

Member of TopCoder.com – ranked in top 25% of the world

Member and moderator at compsci.ca