



Michael Kerr

Interactive Media Developer

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Summary

Full Stack Developer focused on web application development with strong experience in Object Oriented and Pure Functional Programming.

Skills

Languages	JavaScript ES5, ActionScript 3.0, HTML5, CSS3, JSON & XML
IDEs	Atom, Visual Studio Code, WebStorm, Brackets, FlashDevelop, & Eclipse
Frameworks/ Libraries	VueJS, ReactJS, AngularJS, Bootstrap, Material Design, Stylus, SASS, GreenSock, JQuery, Jasmine, Jest
Back-end	Firebase, Express, NodeJS, MySQL
Mobile Development	Ionic/Cordova & Adobe AIR for Android and iOS (<i>Learning React Native</i>)
Version Control	GIT, SVN & Perforce
CMS	Contentful, Joomla, Wordpress

Education

The Art Institute of California Los Angeles - 2008	Bachelor of Science Interactive Media and Design	Santa Monica, CA
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Experience

The Baby Box Co. 6/17 – Current	Sr. Software Engineer	Los Angeles, CA
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- Full Stack Development for Baby Box University
- Develop new architecture for complete rewrite of BBU
- Utilize React, Redux, NodeJS, Firebase and Contentful for day to day development
- Work collaboratively with teammates to solve difficult architectural and technical challenges
- Frequently writing new data integration with Firebase and Contentful as our CMS
- Iterating closely with product team to ensure delivery matches not just spec but their intentions.
- Work within a SCRUM process to deliver within 2 week sprints.
- Submitting code through PRs and helping to review my teammate's PRs
- Test Driven Development with Jest
- Utilize JIRA and work closely with QA to tackle problem areas.

FastPay 11/15 – 6/17	Applications Engineer	Los Angeles, CA
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- Front-end development for the lending and underwriting application
- Develop new features to support our cutting-edge loan products
- Front-End application is developed with AngularJS
- Work collaboratively with platform and data teams for e2e integration
- Frequently writing new API integration with the platform team
- Work within a SCRUM process to deliver within 2 week sprints

- Utilize JIRA and work closely with QA to tackle problem areas.

Playtika / Buffalo Studios

Sr. Font-end Software Engineer

Santa Monica, CA

05/12 – 10/15

- Manage and update new and existing features within Bingo Blitz
- Find solutions to crashes, memory leaks and overall issues with game play for Bingo Blitz
- Work within a SCRUM Team to deliver within 1 week sprints
- Utilize JIRA and work closely with QA to tackle problem areas.

Big Fish Games - Seattle

Game Programmer

Seattle, WA

08/11– 04/12

- Program puzzles concept into working prototypes
- Program out levels from art concepts
- Work in development teams to conceptualize technical solutions to story vs. game play problems.

IADT - Seattle

ActionScript Games Instructor

Seattle, WA

05/11– 04/12

- Mobile AIR Game Development
- Flash/Flex Scripting

Bobber Interactive

Flash UI & Game Developer

Seattle, WA

06/11–9/11

- Develop UI/UX widgets using Flex
- Scripting dynamic animations to hook into game play
- Program micro games for use within our app.

Microsoft Advertising

Interactive Product Developer

Seattle, WA

11/10–06/11

- Develop reusable interactive products such as Advergams, Microsites and Website Takeovers
- Program experimental concept using ActionScript 3 & Open Source APIs
- Develop reusable code bases and templates that can be easily modified with simple arguments and XML.
- Work with RichMedia vendors to launch products and assist with development needs.
- Edit and build UI assets into usable SWCs for team development.

Eclipse Advertising

Interactive Media Developer

Burbank, CA

05/08–8/10

- Program RichMedia Ad Units working closely with the design team
- Develop Microsites for Ad Campaigns
- Work with RichMedia vendors to develop social widgets and website reskins
- Edit and encode video assets for interactive pieces using Final Cut Pro & After Effects.
- Animate motion graphics pieces in After Effects.
- Build and animate custom DVD packaging in 3D Studio Max.
- Put together interactive presentations and proposals in Flash
- Animate promotional reels for title launch.
- Write technology briefs for designers to follow best practices of interactive design

Charter Media

Interactive Ad Designer

Irwindale, CA

02/07–04/08

- Build prototypes in Flash for account executives to pitch the technology
- Design and develop interactive broadcast campaigns.
- Edit and encode videos for interactive broadcast commercials.
- Develop broadcast overlays for interactivity

Westside Wholesale

Web Designer

Bell Gardens, CA

10/06–02/07

- Design website layout and logo redesign
- Build website prototypes in Flash to present investors

- Design and layout moc ad campaigns

Hungry Man

Interactive Media Developer

Santa Monica, CA

06/06–10/06

- Develop website prototypes and ideas for a local college campaign.
- Design college promotional materials and interactive ads.

Activision

Jr. Systems Test Engineer

Santa Monica, CA

03/06–07/06

- Test Engineer for PS3 titles Tony Hawk Project 8
- Test Engineer for Nintendo Wii Tony Hawk's Down Hill Jam
- Interact with gaming environments and work closely with the dev teams to trouble shoot problem areas.
- Write detailed reports about system and game issues.

Dogs of Design

Interactive Media Developer

Torrance, CA

2003–2006

- Develop client websites using HTML, CSS & JavaScript
- Build 3D interface elements using 3D Studio Max
- Develop Microsites in Flash

Netpaths

Web Developer

Torrance, CA

2002–2006

- Optimize static websites for organic search engine ranking.
- Rebuild old websites using updated CSS techniques and Div Layouts
- Build Websites and web elements in Flash