



Michael Kerr

Interactive Media Developer

310.866.2120

www.ReactionGears.com

mikekerr@ReactionGears.com

Summary

Strong front-end developer focused on user experience and interaction development within web and mobile application domain.

Skills

Languages	JavaScript ES5/ES6, ActionScript 3.0, HTML5, CSS3, JSON & XML
IDEs	Atom, Visual Studio Code, WebStorm, Brackets, FlashDevelop, & Eclipse
Frameworks/ Libraries	AngularJS, Angular Material, Stylus, SASS, lodash, JQuery, GreenSock
Mobile Development	Ionic/Cordova & Adobe AIR for Android and iOS
Dev Versioning Control	Git, SVN & Perforce
Training	React, Redux, Webpack & NodeJS

Education

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

FastPay November 2015 – Current	Applications Engineer	Los Angeles, CA
<ul style="list-style-type: none"> • 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 May 2012 – October 2015	Sr. Font-end Software Engineer	Santa Monica, CA
<ul style="list-style-type: none"> • 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 August 2011 - April 2012	Game Programmer	Seattle, WA
<ul style="list-style-type: none"> • 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. 		

Dogs of Design**Interactive Media Developer**

Torrance, CA

June 2003 – February 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

January 2002 – February 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