

KYLE FLORENCE

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OBJECTIVE

My passion for learning new techniques and my intense desire to create have led me to a B.A. in Multimedia where I've specialized in web development, video game development and online user interaction. With my knowledge of both the programming and design side of web and video game development, I hope to find work in a related field where I will be able to expand and improve upon my current skill set, meet like-minded individuals, and most importantly have fun in the process!

SKILL SET

Software

Windows, Mac, Linux, Adobe Creative Suite, Microsoft Office Suite, GIMP, Eclipse IDE, Vim/gVim, textmate.

Programming

(x)HTML, CSS, XML/JSON, JavaScript (jQuery, Prototype), PHP (CodeIgniter, Kohana), Java, MySQL, SVN, Git, some Ruby and Python.

EXPERIENCE

2009-present

Software Developer

VisionTree Software, Inc. (<http://www.visiontree.com/>)

Mostly a front-end (x)HTML, CSS and JavaScript programmer, but I have dabbled in a bit of everything. On a day to day basis, I build medical forms, develop JavaScript applications, add functionality to the core system architecture, troubleshoot and debug current functionalities and take on the role of resident CSS guru.

2008-2009

Freelance Web Developer

AnobleWorld S3, Inc. and Hammond Web Media, LLC.

Involved in the development, deployment and troubleshooting of code (xHTML, CSS, PHP, JavaScript) as well as layout, template and icon design.

2007-2008

Lead Programmer and Designer

SDSU Art Department (<http://art.sdsu.edu/>)

Wrote an accessibility compliant frontend layout design using XHTML and CSS and a dynamically driven backend in PHP, including a custom-built Content Management System.

EDUCATION

2008

San Diego State University

San Diego, California, 92115

Graduated Summa Cum Laude with a B.A. in Multimedia

Awarded 'Outstanding Graduate' for the Department of Art