resume

brian brantner

San Francisco, CA
415.602.8138
brian.brantner@marcotte.com
http://www.marcotte.com

objective

Expert Adobe Flash developer with 14 years of experience programming mobile phone applications, cartridge games, interactive web activities, CD-ROM titles, and hybrids on-time and on-budget. I'm seeking a lead or contract programmer position at an innovative company, preferably developing Flash applications for mobile phones or other embedded devices.

skills

software development

Lead programmer for multiple applications on mobile phones, two game cartridges for LeapFrog's Leapster educational game platform, six commercial interactive web activities, nine shipping consumer CD-ROM titles, and two Web/CD hybrids.

Experienced in integrating client applications with backend servers.

Assisted in concept, game, and interface design.

project management

Organized, managed, and supported internal and external teams of programmers.

Acted as project manager and main client technical contact throughout my career.

teamwork/communication

Successfully and enthusiastically communicated with a variety of team members including artists, designers, content strategists, information architects, learning experts, audio specialists, video producers, and project managers.

Assisted in sales pursuits on new projects by developing dynamic interactive demos and working prototypes.

We delivered amazing projects on-time and on-budget.

development environments

Adobe Flash	Expert	8 years
Adobe Flash ActionScript	Expert	7 years
Flash Lite 2.0 alternatives	Expert	2 years
Flash Lite 2.0	Expert	1 year
Adobe Flex 3.0	Beginner	< 1 year
Adobe AIR	Beginner	< 1 year

experience

march 2008 to present

Adobe Systems, Inc

601 Townsend St
San Francisco, CA 94103
415.832.2000

Computer Scientist, Mobile and Devices
- Develop applications and prototypes in Flash for mobile phones.
- Developer on Photoshop.com Mobile.
  - Coded the ActionScript 2 classes that handle all the Flash interactions with the Photoshop.com back-end server.
  - Wrote the code for the Main Menu, Album View, and Full Screen portions of the project

april 2005 to february 2008

MSX, Inc

972 Mission St, 2nd Floor
San Francisco, CA 94103
415.901.6427

Principal Flash Developer
- Developed applications and prototypes in Flash that utilize MSX's proprietary engine for deployment on multiple mobile phone platforms including Windows Mobile, Qualcomm Brew, Symbian, and phones with embedded operating systems.
  - The MSX engine is middleware that enables Flash ActionScript to be written in a device independent manner, allowing complete access to the phone's native capabilities (such as voice calling, SMS, network transactions, and media playback). The MSX engine is similar to the Adobe Flash Lite 2.0 player.
- Managed contract and internal development teams to deliver projects within time and budget constraints.
- Project manager and main client contact for day-to-day development issues.

november 2002 to april 2005

LeapFrog Enterprises, Inc

6401 Hollis Street, Suite 100
Emeryville, CA 94608
510.420.5000

Senior Technical Lead, Leapster Flash Development

Senior Technical Lead on a number of released titles for the Leapster.
- Managed and supported internal and external teams of developers on the creation of new Leapster cartridges as well as localization of existing content.

Technical lead on the following two game cartridges for the Leapster handheld:
- *Included Title*, released Christmas 2003 & *Junie B. Jones: Personal Beeswax*, released Fall 2004.

- Lead a team of four programmers on the titles while programming seven of the games and activities.
- Joined the programming team on Leapster in its infancy and programmed the first round of games, working on the software at the same time the engineers were developing the hardware.
- Assisted in isolating hardware and emulator bugs for the platform.

september 2001 to november 2002

Self-employed Contract Programmer

Programmer on the following titles:
- AIRES2 Underwriter Training System – The Hartford
  - Fusion Learning Systems hired me to assist in coding this Flash application for training the company's underwriters in the use of their reporting system. This Flash mock-up allowed them to step through an interactive version of the system and learn all of its features step-by-step.
- Search (instructions and overview) - Mary Flanagan
  - I coded this Shockwave applet for Mary Flanagan, digital media artist and a professor at the University of Oregon. The work was funded by a commission from the University of Colorado at Boulder. It allows users to interactively explore what people are searching for on the net by parsing HTML search results from AskJeeves.com, Thesaurus.com, and the Edinburgh Associative Thesaurus.
- Teach Yourself Calculus - RiverDeep (The Learning Company)
  - The Learning Company hired me to update this title, done in Macromedia Director 4, to Director 8.5 so that it would work on today's operating systems.
- *Cyberstep: The Lesson Place* - Sacramento County Office of Education
  - I was hired by the developer, Pear Transmedia here in San Francisco, to help program this CD-ROM title that allows teachers without any knowledge of programming to easily set up different types of learning activities for their students and easily keep track of their progress.

august 1993 to july 2001

Sapient, Inc./Human Code, Inc.
(Sapient acquired Human Code in August 2000)

101 California Street, 5th Floor
San Francisco, CA 94111
415.263.4000

Senior Technical Specialist in Rich Media / Senior Programmer

Lead Programmer on the following web-based activities:
- *Explore the Orchestra* and *Travel the Timeline* - Boston Symphony Orchestra
  - After following the above link, select "Explore the Orchestra" or "Travel the Timeline" from the left-hand navigation bar.
  - Two Macromedia Shockwave activities to educate kids and adult neophytes on the Orchestra and motivate them to buy tickets. Both feature streaming MP3 files of BSO recordings.
- *Case studies navigation tool for Sapient.com* – Sapient

- A Flash-based rich media treatment allowing users a new way to navigate through Sapient's case studies.
- *Dell Premiere.com training system* - Dell Computer
  - A browser-based Macromedia Shockwave activity to train Dell sales associates in the use of the customizable corporate sales site.
  - Integrated with an Oracle back-end database.

Lead Programmer/Co-Producer on the following hybrid CD/Web Application:
- *PLUS+* - Worth Publishers , Inc.
  - A distance-learning title for a college textbook publisher, PLUS+ utilizes Human Code's XtraNet to exchange instructor and student information between the front-end Director application and a back-end Oracle database.
  - Content is in the form of HTML files that are displayed within Director using the New Alloy's LiveCD xtra. A front-end database is maintained Integration New Media's V12-DBE xtra.
  - The entire application is designed as an engine to allow the quick and easy integration of additional textbooks.

Lead Programmer on the following CD-ROM Titles:
- *Nile: Passage to Egypt* - Discovery Channel Multimedia
  - Human Code's most awarded title to date.
  - Traveled to Matsumoto, Japan to assist in the Japanese localization of this title.
- *Skytrip America* - Discovery Channel Multimedia
- *Schoolhouse Rock: America Rock* - Creative Wonders/ABC
- *Lost Civilizations* - Time/Life Books
  - A multimedia database of the content from Time Life's Emmy award-winning documentary television series.
  - The elegant design and operation of this title's interface earned it a 1997 Communication Arts Magazine Interactive Design Award.
- *Circuit City Sales Counselor CD* - Compaq

Programmer on the following CD-ROM Titles:
- *Buzz Lightyear Second Grade* - Disney/Pixar
- *Apple Multimedia Starter CD* - Apple Computer
- *Cartoon History of the Universe* - Human Code
- *Schoolhouse Rock: Math Rock* - Creative Wonders/ABC
- *Schoolhouse Rock: Science Rock* - Creative Wonders/ABC

Programming on the following Web sites:
- Schoolhouse Rock - Creative Wonders/ABC
- Madeline - Creative Wonders/ABC

Conferences/Training:
- Macromedia Users Conference attendee 1994 - 1999
- On-site beta testing consultant for Macromedia Director
- *Object-Oriented Design and Programming in C++ and Java* extension class at the University of Texas, Fall Semester, 1997

education

Bachelor of Arts in Art, May 1992
(concentration in graphic design)
The University of Texas at Austin

references

Liz Marting
Producer, Leapster Division
LeapFrog
6401 Hollis Street, Suite 100
Emeryville, CA 94608
510.420.4881
lmarting@leapfrog.com

Dr. Mary Flanagan
Sherman Fairchild Distinguished Professor
in Digital Humanities
Professor, Film and Media Studies
Department of Film and Media Studies
Dartmouth College
217 Wilson Hall HB 6194
Hanover, NH 03755
mary@maryflanagan.com

Jacqueline "Sandee" Valle
Producer, Creativity Line
Disney Interactive
500 South Buena Vista St.
Burbank, CA 91521
818.553.6877
sandee.valle@disney.com

additional references available upon request