

Adam Dill
407.790.1740
Orlando, FL

<http://www.adamdill.com>
contact@adamdill.com
<http://www.linkedin.com/in/adam-dill-37aa5682>
<https://github.com/adam-dill>

Qualifications and Skills:

- **Languages:** HTML5/CSS3, Javascript, ECMAScript 6, Actionscript, C#, ASP, ASP.NET in C#, PHP, Objective-C, Swift
- **Libraries & Frameworks:** jQuery, Bootstrap, ReactJS, Angular, CakePHP, Flex, PureMVC, Robot Legs, Parsley
- **Other Tools:** Batch Scripting, MySQL, Web Services, NodeJS, Unity Engine, Design Patterns, Relational DB, Version Control

Experience:

Carley Corporation

Lead Programmer 8/2016 – present

- Develop courseware for various military branches.
- Architect projects to be more modular to allow updates that could be applied across the entire project.
- Implement development process and build the supporting tools to automate tasks.
- Build custom tools for designers and graphic artists to assist them in production.

Electronic Arts – Tiburon

UI Scriptor 1/2015 – 8/2016

- UI Development in Flash for Madden Football 16 game title using EA proprietary technology and pipeline.
- Apply designs on top of existing UI framework for both in-game and front-end UI elements using Flash and Actionscript.
- Develop new, as well as update existing components in Actionscript to be used in future game releases.
- Assist other team members with automated scripts to streamline their work.

accesso

UI Engineer 7/2014 – 12/2014

- Maintain and update legacy Flex applications related to web service driven eCommerce software.
- Maintain and update web-based applications written in PHP on top of CakePHP.
- Work with backend team to produce new features for existing applications.
- Quickly trouble shoot QA reported bugs.

Carley Corporation, *Contracted by TechUSA*

Lead Programmer 7/2013 – 7/2014

- Develop SCORM compliant simulation training in Actionscript 3.
- Lead the development of a NAVY Communication Room simulation. The simulation was considered “free-play” in that the user could virtually connect the multiple components in any configuration, and the system would function in a similar manner to real life. In order for the student to complete a particular scenario, however, they would need to connect a specific circuit that was provided.
- Assist in development on several simulations that were SCORM compliant, and free standing, but also used in the other projects as tools, such as a multimeter, or TDR.
- Contribute to general purpose framework used by other projects.

- Create scripts in python, JSFL (JS based Flash IDE language), and batch that assisted in reducing time during production.

Electronic Arts – Tiburon, Contracted by APEX Systems
UI Developer 11/2012 – 7/2013

- UI Development in Flash for NCAA Football 14 game title using EA proprietary technology and pipeline.
- Apply designs on top of existing UI framework for both in-game and front-end UI elements using Flash and Actionscript.
- Develop new, as well as update existing components in Actionscript to be used in future game releases.

General Dynamics IT, Contracted by Hudson IT
Web Programmer 11/2011 – 6/2012

- Create online training material for the VA with the front-end written in DHTML/JavaScript. Classic ASP was used to communicate to the MSSQL database. Courses had varying degrees of 508 restrictions to be considered, as well as SCORM and LMS integration.
- Used jQuery to add additional effects to new or existing projects. Built a functional prototype demonstrating the use of jQuery with AJAX to simplify the existing client-side development process while maintaining 508 compliance.
- Developed a prototype version of an office style simulation to train management level employees for the VA. The simulation GUI was developed in Flash Builder with Flex 3.6 and utilized SOAP services for bilateral server communication. It included several simulated tools that would be found in the employee's environment, such as an email system and phone with messaging. The user was expected to respond according to the situation that was being presented, and was graded based on their actions.

nFocus Software, under contract to General Dynamics C4S
Graphic Artist / Courseware Developer 1/2008 – 11/2011

- Design and Develop courseware for military training using variety of technology, including Flash, HTML/CSS, and other third-party software.
- Design and Develop SCORM compliant courseware for military training using HTML/CSS and Saba software tools to be deployed in Saba LMS.
- Develop online help systems for existing military software.
- Helped develop the company's website built on top of Wordpress with a custom theme that used PHP, Javascript, and jQuery.

Unitech, Contracted by Skillstorm
Flash Developer 10/2007 – 1/2008

- Developed military training simulations and interactive media.
- Assisted with company promotional material.
- Optimized Unitech's Language Training Tool built in Flash, making for easier maintenance.
- Updated portions of the HTML/AJAX version of the Unitech-One company website.

Candace Crowe Design
Lead Interactive Developer 8/2005 – 10/2007

- Developed client web sites using HTML and CSS, with minor PHP.
- Maintenance of client hosting and SEO.
- Created support graphics and client logos for websites and promotional materials.
- Developed a Flash application written in Actionscript 2 used by doctors for patient education which was deployed on touch screen iMacs as a kiosk system. The project was ported to web to allow the clients to

embed the Flash interface into their existing website. A CMS was developed in PHP to allow the clients to update portions of the interface.

Education / Training:

- 2006 - A.S., **Interactive Design**, Valencia College, Orlando, FL
- 2005 - Technical Certificate, **Computer Programming**, Valencia College, Orlando, FL