

Sean Moore

Flex Developer, AIR Developer, ActionScript 3.0 Developer
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Qualifications:

Sean is a highly sought after Flex developer and consultant with extensive ActionScript programming experience, including more than five years developing for the Flash platform and over a decade of experience designing and developing desktop and web based applications. Business owner, technical author, blogger and Adobe Flex/AIR enthusiast, Sean is an Adobe Flex Developer Community Champion and the creator of the ActionScript Cheatsheets.

Accomplishments:

- Adobe Flex Developer Community Champion
- Member of the Adobe AIR Pre-Release Program
- Volunteer Technical Author for Flash Magazine: Mate Flex Framework article
- Volunteer Technical Editor for Manning: Adobe AIR in Action
- Highly visible blogger in the Flex and AIR communities
- Authored "Real World" Flex Aptitude Test Questions
- Authored ActionScript Cheat Sheets
- Voted "Most Valuable Employee" for 2006 at techniques.org

Programming Languages and Technical Skills:

Adobe Flex 3	SQLite
Adobe Flex 2	MXMLC
Cairngorm	Papervision 3D
ActionScript 3.0	ASDoc
MXML	XML
Adobe AIR	JavaScript
Subversion	CSS
OOP	Flash MX / MX 2004
Design Patterns	Photoshop

Professional Experience:

Kannopy, Inc. - 2007 to Current (President/Owner)

- Manage all company operations
- Flex, AIR and ActionScript consultation
- Flex, AIR and ActionScript programming and development
- SQLite consultation and programming for Adobe AIR applications
- Project Management

Flash Magazine – 2008 (Volunteer Technical Author)

- Technical authoring for Mate Flex Framework article
- Proposed ideas for articles including Mate Flex Framework article idea
- Communicate with authors of Mate for permission to author Mate article
- Integrate review comments from authors of Mate (ASFusion)

Universal Mind – 2008 (Contract)

- Flex 3.0 consultation and development
- MXML and ActionScript 3.0 programming
- Implement views for Cairngorm based applications

Manning Publications – 2008 (Volunteer Technical Editor)

- Provided technical review and input for the AIR In Action book as a volunteer (non-paid)
- Author testimonial quote for book cover

2Advanced – 2008 (Contract)

- Flex 3.0 consultation and development for RIA prototype
- MXML and ActionScript 3.0 programming
- Wireframe creation and user experience design
- Project Management

ReviewNet – 2007 to 2008 (Contract)

- Technical authoring for Flex, ActionScript 3.0 and MXML aptitude test questions

NextK12 – 2007 to 2008 (Contract)

- Project Management
- Flex 3.0, AIR and ActionScript programming and development
- Implement views for Cairngorm based application

MeatTeam Internal TV – 2007 (Contract)

- Flex, AIR and ActionScript Consultation
- Flex, AIR and ActionScript Programming and Development
- Implement third party API to save binary JPG data to disk from the AIR application
- Save captured video to disk using Flash Media Server
- Flex Builder Beta 3 Milestone 1 to Flex Builder Beta 3 Milestone 3 migration
- Adobe AIR Beta 1 to Adobe AIR Beta 2 migration

techniques.org – 2003 to 2007 (Full Time Employee)

- I received 4 raises and several bonuses as a result of my dedication and efforts toward the companies goal
- Core team member responsible for the design and development of a Flash based, SCORM compliant, XML driven, 508 Compliant eLearning Application
- Lead Graphic Artists and Flash Developers and assisted Project Managers in the overall eLearning application development and production process
- Worked with third party media production companies to obtain audio and video assets for use in final courseware deliverables
- Established audio and video editing and compression techniques and workflow
- Created reusable style guide for courseware production
- Established photo correction and photo manipulation for courseware production
- Created basic and complex instructional animations and interactions
- Created reference materials and training examples for the Flash component, eSCORTE For ActionScript
- Ported the ActionScript Component "eSCORTE for ActionScript" from AS1 to AS2
- Independently designed and developed seven types of Flash based, XML driven learning interactions
- UI Design, HTML, CSS, JavaScript and JSP programming for knowledgeWorks Learning Management System
- UI Design and AS2 development for complex sales lead generation system
- Graphic design for company website, later customized Template Monster Flash template for company site

LION, Inc. – 1998 to 2003 (Full Time Employee)

- Lead Flash Designer and Developer for company and customer websites
- Worked with a small team to completely redesign the companies online presence and network of web properties
- UI Design for the companies flagship product, Office Pro a Mortgage Data Management Application
- Website and Identity Design for hundreds of small and large Mortgage Brokers and Lenders

FlightSafety Services – 1997 to 1998 (Full Time Employee)

- Programmed Computer Based Training Applications for CD ROM delivery using Macromedia Authorware

Education:

- Multimedia Studies at Pikes Peak Community College
- Multimedia Computer Lab Technician Assistant

Continued Education:

- Papervision for Developers with John Grden (Oct. 2007)
- Adobe onAIR Tour 2007, Los Angeles
- Apollo Camp 2007
- Flash Forward 2006
- C Programming (Non-credited / voluntary U.W. distance learning course)
- Advanced ActionScript Seminar 2001 with Mike Downey

Groups and Associations:

- Certified Adobe Flex 2 Developer
- Certified Flash MX Developer
- Adobe AIR Pre-Release program