

# Wade Walker

## Summary of Qualifications:

Can work under pressure and take criticism in stressful situations  
Experience in creating designs with Photoshop, Flash Catalyst, and Flash Professional  
Quick learner with good communication skills  
Experience utilizing 3rd party classes and engines

## Work Experience:

**EA Sports** - May 2011 to October 2011

### UI Designer/Developer

I worked on designing and developing the interface elements and game menus of NFL Blitz. This work consists of first discussing with the UI team what the look and feel of each element or screen needs to be based on the original design doc and style guide. The next step is creating a mock in Photoshop and going through any needed revisions before getting final approval. And the final step is bringing that mock to life in the game by creating any assets not already made and programming the functionality, layout, and style.

**JHT** - July 2010 to May 2011

### Interactive Designer/Developer

Main job is take ideas from design docs, and build interactive samples of projects that get demoed, evaluated, and then get a green light to go into full development production. Projects are designed and developed in Flash Professional utilizing ActionScript 3 and external API's. Several projects included a Pacman style game, a side-scrolling shooter, and a Bejeweled clone.

**Encompass Media** - June 2009 to July 2010

### ActionScript Developer & Flash Catalyst Designer

Primary job is to optimize Photoshop and Illustrator interface designs for Flash and then program the interface with ActionScript 3.0 in Flash Professional. Secondary job is to take interface designs/elements and set them up for use with Flash Catalyst to take the workload off the Flash Builder developer by creating all the states and components of the application.

## Full Sail University

**Course Director for Flash Fundamentals** - October 2008 to May 2009

**Studio Instructor for Flash ActionScript Techniques** - July 2007 to September 2008

**Associate Course Director for Digital Storytelling** - October 2006 to June 2007

My time at Full Sail consisted of teaching several classes and assisting with others. One of the best things about teaching at Full Sail is that you learn a lot in general while teaching because of one thing, students. They find more ways to break things than you ever thought possible and when you have to assist the students figure out what they did wrong, you learn from their mistakes and how to fix the problem.

## **Education:**

### **Full Sail University**

Bachelor of Science in Digital Arts & Design, 2006

Associate of Science in Digital Media, 2006

## **Hardware Knowledge:**

Knowledge in respect to computer hardware, specifically in the area of building custom workstations from the ground up. Proficient in various operating systems including, but not limited to: Mac OS X, Windows, and a variety of Linux distributions.

## **Software Knowledge:**

### **Languages:**

ActionScript 2 & 3

Adobe AIR

XML

Basic xHTML

Basic CSS

Basic Java

Basic Android

### **Graphics:**

Flash Professional

Flash Catalyst

Flex/Flash Builder

Photoshop

### **Video/Audio:**

Quicktime Authoring

Flash Video Encoding

Garage Band

### **Office:**

Pages, Keynote, Numbers

Word, Powerpoint, Excel

## **Contact:**

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**References:** Available upon request.