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Summary:

Professional programmer, passionate about creating well written, and manageable code. Specializes in object-oriented development, attention to detail, and staying up to date on new technologies. An experienced team player, working in small and large teams a like. Comprehensive knowledge of both frontend and back-end systems. Enjoys creating projects and seeing them to fruition.

Technical Background:

Languages: ActionScript 2/3, Flex Framework, JavaScript, HTML, CSS, XML, PHP 4/5, MySQL

and knowledge of numerous other languages

Software: Mac OS, Windows, Linux, Flash Builder 4, Adobe CS 3/4/5, Eclipse, IntelliJ

Subversion, Oracle Enterprise Manager

Work Experience:

Mindspark Interactive Sr. Software Engineer 06/2008 - Present

Mindspark Interactive, an IAC Company, creates and maintains numerous websites whose purposes are primarily social interaction, self expression and entertainment. A few of my top interactions are as follows:

- Technical Lead of Zwinky team. Managed 3 developers during an 8 month period. Responsibilities included overseeing multiple projects at one time, weekly meeting with product managers to confirm that projects were on track, deadlines would be met, confirming developers have enough work to prevent idleness. In addition, I was expected to continue being a productive programmer on the product.
- Was a lead developer for the full re-write of Zwinky (www.zwinky.com). Zwinky is a virtual world for tweens and teens to interact with one another via chatting, decorating their avatars and their personal rooms, and play a wide variety of games. I was responsible for many things, including writing a wardrobe application, and performance testing the entire application. The goals of the re-write were to create a base framework for new in world applications to be developed, improve functionality, and improve performance. Since it's release several new applications have been built and implemented.
- Wrote a custom image and movie creating application in AS3. Purpose of this application was to place your face from uploaded images on to an animated e-card / movie / static image. This was built with 1 other developer
- Developer on Smiley Central Studio (www.smileycentralstudio.com). Smiley Central Studio allows users to design and create their own "Smileys" with various assets and a series of art tools. In addition, there is a gallery for users to post their "Smileys", and an Art Studio where users could create calendars, backgrounds, invitations, diary pages and more.

Technology used: Flex 3/4/4.5, AS3, Javascript, ¡Query, HTML, CSS, JSP, SmartFox, Java, Spring 3.0

Responsible for managing and assisting students in understanding ActionScript 3 and the Flash CS3 IDE. Responsibilities include tutoring students in and outside of the classroom, debugging / troubleshooting student's code, assisting professors teaching, proctoring exams, and creating examples to exemplify various programming concepts.

Technologies used: AS3, Flash CS3 IDE, XML.

<u>Hauptman Woodward Medical Institute</u> PHP Programming Intern PHP Developer 05/2007 - 09/2007

Hauptman Woodward Medical Institute is a non for profit organization focusing on biomedical research. I was responsible for the development and implementation of a fully functional back end system to log various scientific experiments. Worked closely with a team of 2 additional programmers along with 10 scientists to ensure that all data was properly obtained and represented. Other responsibilities included debugging existing code, and PHP4 to PHP5 conversions.

Technologies used: PHP 4/5, JavaScript, jQuery, HTML, MySQL

Residence Life at Rochester Institute of Technology PHP Developer 12/2006 - 05/2007

Accountable for the maintenance and growth of a partially developed website. Responsibilities include debugging pre-existing code, communicating with individuals from different departments to gather needs for site expansion, and re-design of the pre-existing database.

Rochester Institute of Technology Community Advocate Supervised over 400 students, helped with daily questions and activities. Responsibilities include managing student conflicts, coordinating events for several hundred students, acting as a student advocate, and serve as a resource for students in trouble. In addition, during 'duty calls' I acted as a crisis response resource. 'Duty Calls' consisted of responding to on campus emergencies such as mental health disorders, alcohol and drug issues, roommate conflicts and theft.

State University of New York Setup Supervisor 12/2002 - 05/2006
Supervised 5 to 6 workers in the setup and break down of daily events. Facilitated obtaining the setup plans from the client, executing the plans in the pre-set time allotted for the event, and breaking down the event after it has come to fruition. Also, I was involved in the process of biring and firing employees

event after it has come to fruition. Also, I was involved in the process of hiring and firing employees. Responsibilities also included talking with clients to confirm that their set up details are correct, following through with clients to confirm that things went according to plan. Covering when workers could not make a certain setup or break down.

Project Experience:

<u>Ultimate Kickball</u> - Architected and developed a website for a startup kickball league. Includes site registration, league registration and social network integration. In addition, an administration utility was created for site administrators for such tasks as mass emails, dynamic team assignments, and generating user based reports.

Technology used: PHP 5, HTML, CSS, JavaScript, jQuery, MySQL

isBornYet - Architected and developed a website for new parents. Features include custom gift registry, 'mad lib' style birth announcements, and custom URLs. As the lead developer it was my responsibility to develop features, develop all front-end, back-end code and database architecture.

Technology used: PHP 5, HTML, CSS, JavaScript, jQuery, MySQL

<u>Data Logging</u> – Architected and implemented a robust and customizable framework and Database that logs user activities on forums, changes to the user profiles, and users to user interactions. Furthermore I developed an administrator facing admin for displaying all the information that is stored by this system.

Technology used: PHP 5, MySQL, JavaScript, jQuery

<u>Menuing System</u> – Developed a robust menuing system. The application pulls data from a remote server via XML and builds a dynamic menuing system for the user. Initially, the system was built in Flex, then ported to AIR for desktop distribution.

Technology used: AIR, Flex (ActionScript3), XML, PHP

<u>Fist Of Fury</u> – Lead developer for a small scale Flash (ActionScript 2) based MMO. Fist of Fury is a networked, data driven game that does NOT use any pre built web messaging technology such as Flash Com or Red5 servers. Users can chat, move and act in real time.

Technology used: ActionScript2, PHP5, AMFPHP, MySQL

Education:

Master of Science in Information Technology Rochester Institute of Technology Rochester, NY, May 2008.

Bachelors of Science in Computer Information Systems State University of New York Buffalo, NY, May 2006

References: Available upon request.