

Ryan Schaefer

Interactive Developer with a love for learning and improving

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EXPERIENCE

Hatalom Corporation – Sr. UI Developer (Mar 2015 - PRESENT)

Utilizing various technologies including HTML5, Javascript, CSS, NodeJS, Angular, KnockoutJS and C# to create web applications for Navy training.

Electronic Arts – UI Developer (Oct 2014 - Mar 2015 and Dec 2006 - Oct 2007)

Used Photoshop, ActionScript 2 and C++ to create screens and UI widgets in high-profile games such as *Madden NFL 16*, *Madden NFL 08* and *NASCAR 09*.

Monster Media – Associate Development Director (Mar 2011 - May 2014)

Managed a team of 10 developers and did R&D for upcoming projects. Prior to that, I was a lead developer using ActionScript 3 and C# to create interactive projects for clients such as Siemens, Motorola and Samsung.

Channel Intelligence – Software Engineer (Nov 2009 - Mar 2011)

Created a Flash-based ad system that interfaced with a .Net backend to stylize the ads, display products and track user interaction and location.

Lightmaker – Developer (Oct 2007 - Nov 2009)

Used web technologies such as HTML, CSS, Javascript, Flash, ActionScript 3, Flex, C# and ASP.net to create sites and applications for clients.

Unitech – Developer (June 2005 - Dec 2006)

Worked with Flash and Actionscript 2 to create training software for the US military.

FOR FUN

Web Articles and Tutorials

I maintain a development [blog](#) on my website.

Game Development

I enjoy making small [web games](#) and [mobile apps](#) in my spare time and was invited to speak at the Flash Gaming Summit 5 in San Francisco, CA in 2013.

CORE SKILLS

Javascript, HTML5, JSX, Angular, React, C#, KnockoutJS, OOP, Visual Studio, Perforce, SVN, Flash, ActionScript 3

WORKING KNOWLEDGE

Webpack, Gulp, MySQL, Java, Express Server, Photoshop, PHP, Haxe, Unity3D, C++

AWARDS

Gold OBIE – Betty Crocker [video recording booth](#)

Gold Addy – Moto X [Campaign](#)

FWA Site of the Day – M. Night Shyamalan [website](#)

EDUCATION

Full Sail University
Winter Park, FL
Associate of Science in Game Development
December 2004