# Jareth van Bone

**Saarlandstraße 17**
**Winterhude, Hamburg**
**22303, Germany**

jareth@vanbone.com
jareth.vanbone.com
http://au.linkedin.com/in/jareth

## EXPERIENCE

### Personal Project

I recently started a personal project with the aim of building my web development skills. The project features a full Javascript stack: node, express, mongoskin, angular, foundation and features heavy integration of the Google Maps API.

### Software Developer, Innogames
Hamburg, Germany — Jun 2014 - Present

Working in a small team of developers maintaining and updating the mobile version of a massively multiplayer game. The iOS and Android apps are built using Adobe Air, Starling and Feathers. Within the team we work to continuously improve the existing legacy code, while modernising the user interface, and implementing new features in parallel with other platform teams.

**Responsibilities**

- Focus on best development practices
- Continuously improve legacy code
- Concept approaches for new features and improvements
- Work within an agile team environment
- Collaborate with game design, user interface design and backend teams to implement features

**Accomplishments**

- Created a system for legacy views and new UI style to work interchangeably, to allow gradual migration to the new system
- Effected significant improvements on the quality of legacy code

### Head of Production / Technology Director, Hoodlum
Brisbane, Australia — Jan 2013 - Jan 2014

My role included leading and managing a small digital production team of designers and web developers on several creative projects. Additionally, I had a high level of involvement in the creative process, working closely with the Creative Director and Chief Creative Officer to develop concepts and respond to briefs.

**Responsibilities**

- Managing the digital production team
- Project scoping, budgeting, and scheduling
- Planning and documenting technical aspects of projects
- Creative concept development
- Client communication
- UI design / wireframes
- UX design / flowcharts
- User testing
- Systems administration: Mac OSX and Linux
- Cloud deployment to AWS and Rackspace

**Accomplishments**

- Implemented a new team and resource planning system
- Successfully delivered projects on schedule and within budget

> "My interests lie where **form** meets **function**, from the physicality of **architecture** to the abstraction of *data visualization*"

### Lead Flash Developer, Hoodlum
Brisbane, Australia — Feb 2006 - Jan 2013

I led a small but dedicated team of flash developers and worked closely with video editors, backend developers, designers, and writers as part of the creative process. I was involved in projects throughout their lifecycle: conception, scoping, production, testing, and deployment.

**Responsibilities**
- Flash programming
- Technology planning
- Prototyping and research
- Concept development
- UI design / wireframes
- UX design / flowcharts

**Accomplishments**
- Lead developer on several international award winning projects.
- Developed and implemented a flexible, reusable core project structure to aid rapid, reliable project development.

### Junior Flash Developer, Zone4
Brisbane, Australia — Aug 2005 - Feb 2006

I worked as the sole flash developer in a small web development firm, Zone4, who merged with Hoodlum in February 2006.

**Responsibilities**
- Flash programming
- Research and development

**Accomplishments**

- Developed a GIS / mapping Flash application showing tourist drives in Queensland (pre Google Maps)
- Built a custom 3D engine in ActionScript 2 (pre Papervision / Sandy)
- Generative animation of 3D facial models using speech recognition / phoneme detection.

## EDUCATION

### Griffith University
Brisbane, Australia
Dual Degree — 2002 - 2005
- Bachelor of Multimedia - Graphic Design major
- Bachelor of Information Technology - Software Engineering major

## SKILLS

**Expert Level**

- Actionscript 3
  - PureMVC framework
  - IoC and DI
  - Pixel Bender image manipulation
  - FlexUnit testing
  - Greensock Libraries
- Adobe Air for mobile
  - Starling
  - Feathers
- Object Oriented Programming
- FlashMojos / Jenkins CI
- FlashBuilder / Eclipse IDE
- IntelliJ Idea
- Flash IDE
- SVN & Git  version control

**Intermediate Level**

- Javascript
  - Node.js
  - Express.js
- coffeescript
- HTML5
- Jade templating
- sass / Stylus
- Foundation framework
- Ant & Gradle build tools
- Photoshop
- Illustrator

**Basic Level**

- Python
- Java
- jQuery

**Creative / Management**

- Concept Development
- Story development
- Technology research
- Technical documentation
- User journeys
- Flow charts
- Wireframes
- Project Management
  - Merlin - Gantt charts
  - Liquid Planner - team planning
  - Agile PM - Scrum

## REFERENCES

**References available on request**