

# Robin Stevens

Software Engineer

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<http://twilightcoders.net>

## Profile

A champion of quality coding and best practices. Constantly striving for optimal performance in addition to cleanliness of code and environment. Believer in and practitioner of the highest standards in software development.

## Technical Skills

### Languages

HTML/XHTML/DHTML, XML, Javascript +OOP, AJAX, ActionScript 3, CSS, PHP +OOP, MySQL, C, C++, Ruby, Sh, Bash, Perl, Java, Visual Basic

### Technologies

Adobe Flex, Unix/Linux, MVC, REST, SVN, CVS, OpenGL, Mac 6.x - OS X (10.x), Windows (95, 98, NT, 2000, XP), Networking (BSD Sockets, TCP, UDP), Maven, Apache 2.0

### Applications

Microsoft Office Suite (Word, Excel, PowerPoint), Adobe Photoshop (6.0 - CS3), Adobe Flex Builder

## Professional Experience

**Software Developer** — July 2007 - November 2008

**Integrated Media Measurement, Inc.** San Mateo, CA

IMMI is a media research company that uses a modern day technique for obtaining statistics on media consumption and conversion.

- \* Developed the front-end web interface for client facing media statistic reports. Created applications using Flex and ActionScript along with extensive XML integration. Interfaced via REST with a Java back-end.
- \* Developed and maintained internal tools for other departments to streamline productivity.
- \* Mentored the UI team in maintaining readable, sound and Object Oriented code.
- \* Eliminated checkins of SWF binaries into the source repository by extending existing build system to include automated SWF builds using Maven.
- \* Championed for high standards and best practices especially in the areas of version control and release management.
- \* Developed a perl script to parse various log files and generate usage reports based on interchangeable configuration files.
- \* Collaborated on API between UI and Tomcat web application to provide partner organizations a way to directly manage client accounts. Wrote UI using Adobe Flex.

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**Web Developer — March 2007 - July 2007**

**LookSmart, LTD. San Francisco, CA**

\* Provided front-end development and implementation as well as back-end development and support on the FindArticles and Furl.net websites while working to maintain Search Engine Optimization using PHP, JavaScript and CSS.

\* Managed multi-tasking and simultaneous projects under tight deadlines.

**Lead UI Developer — March 2006 - March 2007**

**WordNetworks, Inc. San Francisco, CA**

\* Spearheaded the user interface and the user experience of the Kumogo™ and Intextual™ products.

\* Worked extensively with JavaScript and Ruby as well as some development in C.

\* Co-developed the back-end while working as the primary front-end guru.

\* Developed customized javascript library for the specific needs in speed and efficiency.

**Self Employed — September 2001 - Present**

**Twilight Coders Belmont, CA**

Unique services leveraging the talent of high end freelancers such as graphics artists, software developers, and media analysts to develop a wide range of products such as entertainment media, open source tools, web presences and other services:

**CIMyAdmin**

Rewrite of a web-based MySQL administration tool to add a more organized foundation, flexibility, cleaner interface, and faster performance by reducing kludge and maintaining modularity. Uses PHP, JavaScript and CSS.

**Galaxer**

A 2D space themed game which focuses on a simple set of Real Time Strategy rules making for a game easy to pick up, but challenging to master. Particle effects and online multiplayer are in the works. Written using C, C++ and Xcode.

**SkiDood**

Inspired by a pre-existing game, SkiDood is a small 2D game focusing on an alpine skiing mannequin doll complete with rag-doll physics, sound effects and particle effects. Written in C++ with Xcode. Uses multiple open source and custom libraries.

**libSilk**

Simple Interface Layer Kit (Silk) is a library of code created to solve the reusability issue when developing in-game User Interfaces. Modeled closely after the intuitive and flexible CSS technology from the web today, libSilk is written in Object Oriented C++, SDL and OpenGL drawing routines. (Both Galaxer and SkiDood use this)