

David Or

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OBJECTIVE	Obtain a career that will utilize and enhance my computer science and digital media skills.
SKILLS	<ul style="list-style-type: none"> ▪ Software: Microsoft Office, Visual Studio .NET, Adobe Creative Suite (Flash, Dreamweaver, Photoshop), Audacity, Final Cut Pro, Blender, Torque Game Engine ▪ Programming Languages: C++, C#, Java, ActionScript, Max/MSP/Jitter ▪ Web Languages: PHP, HTML, XML, CSS, JavaScript ▪ Spoken Languages: English, Cantonese ▪ Excellent overall knowledge of computerized systems and applications
WORK EXPERIENCE & PROJECTS	<p>Jan. 2011 – Present Arkadium New York, NY</p> <ul style="list-style-type: none"> ▪ Developed Bingo Charms 2, a Facebook game built in Flash ▪ Prepared Mahjongg Dimensions Deluxe for the Mac App Store <p>Feb. 2008 – Oct. 2010 Microsoft Advertising / Massive Inc New York, NY</p> <ul style="list-style-type: none"> ▪ Designed and programmed internal tools used for content pipeline ▪ QA Project Lead on over 15 video game titles including EA's NHL09 and Madden 09; Ubisoft's Far Cry 2 and Splinter Cell: Conviction; THQ's Saint's Row 2 and WWE Smackdown vs. Raw 2010; Neowiz's R2Beat; Midway's Wheelman; TakeTwo's NHL2K10 and NBA2K11; and Activision's Blur ▪ Managed team to test in-game advertisements and produced documentation on bugs <p>Nov. 2006 – March 2010 koosil-ja/danceKUMIKO New York, NY</p> <ul style="list-style-type: none"> ▪ Worked collaboratively with director to incorporate video game elements into modern dance scene ▪ Managed team of 3D artists to produce content for a virtual world that dancers would interact with ▪ 3D production manager and Brain Wave program operator for <i>Blocks of Continuity/Body, Image, and Algorithm</i>, a multimedia dance project performed in Tallahassee, Chicago, and NYC ▪ Live video performer on <i>mech[a]OUTPUT</i>, a dance performance featuring a 3D virtual environment and multi-screen video installation. Performed at Japan Society in June 2007 ▪ Revised grant proposals and press releases <p>Aug. 2009 – March 2010 Kevin Johnn Brill New York, NY</p> <ul style="list-style-type: none"> ▪ Website designer and developer for a fashion designer's portfolio <p>Summer 2007 Design Attic New York, NY</p> <ul style="list-style-type: none"> ▪ Designed and developed an educational web-game for Kingsborough Community College's Hotel Management department ▪ Developed websites and databases for several major projects including DJ Reymo, RM Graphics, Style Bermuda, Hell's Kitchen NYC, and Opulence Group <p>March 2007 – Feb 2008 Barbara Confino Brooklyn, NY</p> <ul style="list-style-type: none"> ▪ Developer and level designer for <i>Genetic Wars</i>, a multi-screen video game installation <p>Fall 2006 Polytechnic University Brooklyn, NY</p> <ul style="list-style-type: none"> ▪ Co-designer of <i>Innovation Toolkit</i>, an online graphical software that allows for collaborative diagram creation and editing, project management, mind-mapping, and flowchart making
EDUCATION	<p>Sept. 2003 – Dec. 2007 Polytechnic University Brooklyn, NY Bachelor's Degree in Computer Science and Master's Degree in Integrated Digital Media</p> <ul style="list-style-type: none"> ▪ Member of the Honors College, Awarded the Board of Trustees Full Scholarship ▪ 4.0 Cumulative GPA for MS, 3.6 Cumulative GPA for BS, Graduated Magna Cum Laude <p>Spring 2006 Hong Kong University Hong Kong</p> <ul style="list-style-type: none"> ▪ Exchange student under the Global Engineering Education Exchange Program <p>Sept. 1999 – June 2003 Bronx High School of Science Bronx, NY</p> <ul style="list-style-type: none"> ▪ Graduated with Honors
REFERENCES	Recommendations furnished upon request.