RÉSUMÉ OF STEVEN W. SCHELTER

:: Los Angeles :: steve@schelterstudios.com ::

:: JOB OBJECTIVES ::

Senior Application Developer / Software Architect iOS, Flex and Flash development for games, desktop and mobile applications.

:: **S**KILLS ::

Very Proficient		Proficient
Swift	1 year	Adobe Photoshop+14 years
Objective-C / Cocoa		Adobe Dreamweaver+9 years
SpriteKit		3D Studio Max5 years
OAuth		CSS+9 years
Adobe/Apache Flex	+6 years	REGEX+8 years
Adobe Flash	+10 years	PHP+6 years
HTML		AMF+4 years
XML		ANT+2 years
UML	+8 years	Test Driven Development+3 years
JSON	+6 years	Database Schema+3 years
Experienced		
Parse		Somewhat Experienced
CloudKit		C++2 years
Cocos 2D		Java1 year
Perl		
MySQL	6 years	

:: COMMUNITY CONTRIBUTIONS ::

Wrote articles and tutorials for Community MX (www.communitymx.com)
Presented for LAFO on an introduction to Flex 2 (3/14/07)
Tech Reviewed Joey Lott's AS 3.0 Cookbook (2006, O'Reilly)
Tech Reviewed Joey Lott's Programming Flex 2 book (2006, O'Reilly)

:: SAMPLE WORKS ::

I have also held significant roles in the front-end development of the following:

DO Manchu (iPhone/iPad/Apple Watch application)

https://itunes.apple.com/us/app/do-manchu/id955115614

ChypIn (iPhone application)

https://itunes.apple.com/us/app/chypin/id831978464

11-Main (iPhone/iPad application)

https://itunes.apple.com/us/app/11-main-shopping/id927664773

Coupon Wallet (Flex mobile application)

https://itunes.apple.com/us/app/coupon-wallet/id839196208

Clickbooq (Flex CMS application)

http://www.clickbooq.com

:: EDUCATION ::

University (2001-2005) - Bradley University

Bachelor of Science in Multimedia in May 2005 cum laude Minored in Computer Information Systems

High School (1997-2001) - Eisenhower High School

Participated in the UCMST (Utica Center for Math, Science, and Technology) for four years Participated in the NHS for one year

Achievements

Earned a 5 on a 5 scale on the Calculus BC exam Received the Dean's Scholarship for Bradley University

:: WORK EXPERIENCE ::

March 2014 to present – Lolay, Los Angeles, California: Senior iOS Developer Contracted for 11Main (Alibaba) iPhone and iPad development and architecture

December 2007 to present – Schelter Studios, Los Angeles, California: iOS/Flex/Flash Developer Freelance and contract work on various iOS, Flex and Flash projects

December 2011 to December 2013 – Qubeey, Van Nuys, California: Senior Flex Developer Build and maintain front-end Flex Qubeey application

 August 2008 to November 2011 – Flash Factory, Burbank, California: Co-owner and Developer Lead development on Flex and Flash applications
 Participate in key business planning for company products and tools

August 2007 to January 2008 – CircleUp, Los Angeles, California: Flex Developer Build and maintain front-end Flex / Laszlo CircleUp applications Lead development on Flex implementations

February 2006 to July 2007 – Communitymx.com: Writing Partner Write articles and tutorials on Flash / Flex technologies

December 2006 to August 2007 – Sapient, Santa Monica, California: Sr. Associate Flash Developer Build user interfaces in Flash / Flex 2 / Actionscript 2.0 / 3.0 Provide consulting / training to other employees in development languages and OOP principles Consultant to Sapient's clients: Fandango, Logitech, Quicken and Sonystyle

December 2006 to July 2007 – Clickbooq, Santa Monica, California: Freelance Flex Developer Build a user interface in Flex 2

 August 2006 to December 2006 – Schematic, Los Angeles, California: Flash Developer Build user interfaces in Flash / Actionscript 2.0 Collaborated with industry leaders such as Joey Lott and Robert Reinhardt Consultant to Schematic's clients: Motorola and Target

February 2006 to July 2006 – Adegy, Santa Monica, California: Freelance Flash Developer Build a user interface in Flash/Actionscript 2.0

August 2005 to August 2006 – Hollywood, California: Senior Flash Developer.

Build user interfaces in Flash/Actionscript 2.0 Write XML code for interpreting incoming data Write PHP code for communicating with Flash Design 3D landscapes with 3D Studio Architected core project systems