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PROFILE

Enthusiastic, meticulous and sociable **Flash(Lite) Developer / Project Manager** with over 14 years experience in creating compelling products for renowned brands (like Sony, BBC, Orange and Nokia) in 5 European countries. Proven full life cycle knowledge and multi-disciplinary skills, expert in Flash, excited about new mobile interactions (augmented reality, etc.), and passionate about playful products that are useful, reliable, easy and accessible. Now seeking next rewarding job opportunity in a successful and fun London team.

EXPERTISE

- **Programming:** expert in ActionScript (AS2) and XML for Flash 10 & FlashLite 3, with knowledge of AS3, Lingo, JS, HTML, CSS, PHP, MySQL, YQL and CMS (Content Management Systems) - passionate about coding.
- **Project Management:** establishing solid client & team relationships, pitch, brief, quote, planning, scenario, storyboard, flowchart, wireframe, content & production chart, mock-up, testing, presentation & promotion.
- **Creativity:** innate curiosity, imagination and eye for detail generates a fluent stream of compelling new ideas, quickly expressed in clear words & sketches, to share, inspire and apply in successful products - open minded.
- **Resourcefulness:** proven ability to quickly become expert in new subjects & techniques, to identify key issues, plan ahead, structure activities, take initiative, solve and prevent problems - delivery focused.
- **Efficiency:** product development meeting intended purpose, budget & deadline - reliable under pressure.
- **Analysis:** accurate translation of complex and changing information and requirements into clear, concise and persuasive advice, guidelines & products, tailored for a variety of markets & target groups - analytical mindset.
- **Communication:** excellent communication, presentation and language skills (fluent in 5 languages).
- **Flexibility:** able to adapt quickly and work productively, both independently and in teams.
- **Versatility:** research, conceptualization, design, animation, coding, project management - overall attitude.
- **Know-How:** skilled in a large range of media and authoring tools - adding value to any organisation.

SKILLS

- Programming: Expertise: AS2 & XML / Knowledge: AS3, Lingo, JS, HTML, CSS, PHP, MySQL, YQL,
- Multimedia: Expertise: Adobe Design Premium CS3 (Dreamweaver, Flash, Illustrator, Photoshop), Flash CS4, FlashLite 3 / Knowledge: Sorenson Squeeze 4.2, Flash CS3 Video Encoder, Sound Forge 4.5, 3D Studio-Max 3, Director 8, After-Effects 4.1, Pro-Engineer 1999, AUTO CAD, FreeHand 8, Corel Draw 8, Swish, Smacker, Bink, Quicktime Pro
- Project Management: MS Office 2007 (Project, Excel, PowerPoint, Word, Visio), Word Press 2.7, Basecamp
- Conceptualization: Brainstorm, sketch, scenario, storyboard, flowchart, wireframe, mock-up, presentation
- 6 Languages: Fluently: English, German, French, Spanish and Dutch (mother tongue) / Basic: Italian

ACHIEVEMENTS

- Profound **FlashLite coding, mobile passion & UI knowledge** applied in the [Reuters slideshow widget](#) resulted in Nokia pre-installing the widget on all N97 devices for the worldwide N97 release in 2009.
- Insightful **artistic direction** over the visual and functional enhancement of 9 educational children CD ROMs resulted in **major international sale improvements** (from 120 000 to 150 000 copies – up by 25 %).
- Effective **design, animation, coding & management** for brands like Sony, Orange, BBC, American Express, Reuters, 3i, Ravensburger, Tivola, Riverdeep and Toys for Life, at agencies like [TUI](#), [Morgenstudios](#), [Mandscape](#) & [Kindercampus](#) lead to many **successful TV, mobile, web, desktop, CD ROM and physical products**.
- Engaging **communication** with 600 tourists in 6 languages lead to a longstanding souvenir **sale record**.
- Outstanding job performances and valued relationships led to numerous **renewed contracts** with increased responsibilities for **renowned companies** in 5 European countries.

CAREER SUMMARY (Product Development)

FLASH(LITE) PROGRAMMER + PROJECT MANAGER, [TUI](#), London (UK), 2006 – current date

TUI is a small digital agency (hence fast & flexible) with big clients (hence reliable & professional), which is rostered with many renowned brands like Orange, American Express, BBC and 3i.

Permanent contract (3 years to date):

- Advanced XML driven Flash & FlashLite coding for TV, mobile, web, desktop & CD ROM apps like the 'Reuters slideshow' mobile widget (pre-installed N97, in 75 countries); 3 'Sony VAIO' Flash sites (in 8 languages); 'Amex Travel' websites (MTSI & DJ versions); Amex 'ID-Keeper' CD ROM (autorun EXE); Orange mobile widgets & software suites; Reuters News Ticker for Reebok TV & Marsh desktops; etc.
- Project Management for numerous (often norm defining) design projects for the BBC, Orange, Actis, etc., e.g. for the BBC's [About, Press, Reception & Guidelines](#) websites and for many [Orange icons](#) & services.
- Research, consultancy & hands-on involvement in all kinds of tasks, like software & UI conceptualization; design; icon inventory for the global Orange database; text, image, video & sound treatments; etc.

GRAPHIC DESIGNER, Dr. F. Maccaglia, Paris (France), 2004 - 2006

Periodic freelance project (long-term working relationship):

- Drawing, image retouch & layout of illustrations for scientific publications, in Photoshop & Illustrator.

ARTISTIC DIRECTOR + MULTIMEDIA DEVELOPER, [Mandscape](#), Boulogne (France), 2003 - 2005

Mandscape is one of France's leading producers and distributors of (educational) multimedia products, and licensee of internationally renowned brands like Disney and Riverdeep.

Successive project contracts (3 long term projects during 2 years):

- ActionScript coding, linked to XML files and databases, in a C++ environment, for 'Grains of Genius'.
- Artistic Direction for a new version of 'Grains of Genius', a series of 9 playful CD ROMs for children (age 6-15), to train them in French, English, maths, history, geography and science. The series is used at French schools and follows the national school curriculum. Over 150 000 copies were sold in 2005.
- Conception and development of new key elements for education, entertainment and navigation for 'Grains of Genius' and 'Reader Rabbit - Karaoke'. 'Reader Rabbit' is a series of playful CD ROMs for children (age 4-8), to train them in maths, grammar and science. Over 150 000 copies were sold in 2004.

FLASH DEVELOPER, Webfact, Berlin (Germany) & Mr. L. Pinet, Paris (France), 2002 - 2003

Two freelance projects (of 1 month and 2 months):

- End-to-end development of a commercial internet game and a website, using Flash and Swish.

LINGO PROGRAMMER + MULTIMEDIA DEVELOPER, [Morgenstudios](#), Berlin (Germany), 2001

MorgenStudios (formerly BVM bytes.vibes.minds.) is one of Germany's leading multimedia producers, for renowned children's publishers like Tivola, Kiddinx and Ravensburger.

Two successive contracts (10 months):

- OOP in Lingo (in Director); image, animation & sound treatment (in Photoshop, Flash & Sound Forge).
- Conceptual and development collaboration for children CD ROMs like 'Xanti 1', 'Little Raven 2', 'TKKG 9', 'Watership Down 2' and 'Kiss-Shooter', all successfully released in 2001 and 2002.

GAME DEVELOPER, [Kindercampus AG](#), Berlin (Germany), 2001

Agency Kindercampus AG offers an educational and fun world to children (age 4-12) on their Internet platform, with numerous websites, produced on a high technological and innovative level.

Programming apprenticeship (1 month):

- Object oriented Lingo programming of a sound-mixing game for the Kindercampus Internet platform.

INDUSTRIAL DESIGNER, in Rotterdam (Holland), Barcelona (Spain) & Berlin (Germany), 1994 - 1999

In-house and freelance Industrial Designer (3 years) and apprenticeship (4 months) for

[WAACs](#), [FYGID](#), [lievorealthermolina](#), C. Coughlin, Orange Design, and Goldstein und Lewin GmbH:

- Research, design, technical drawings, model making, presentation and technical production guidance (in autonomy and in teams) of industrial products concerning asthma, rheumatism, gastronomy, female hygiene, furniture, lighting, museum expositions, etc., most of which are still available on the market.

CAREER SUMMARY (Public Facing Roles)

TOURIST GUIDE, [Bateaux Parisiens](#), Paris (France), 2002

Season contract (7 months):

- Presentations in 6 languages, to an audience of 600 tourists, establishing a lasting souvenir sale record.

TEAM LEADER + HOSTESS, [Netherlands Dance Theatre](#), The Hague (The Netherlands), 1991 - 1996

6 successive year contracts (5.5 years) during University:

- Providing assistance to an audience of 1000, in a public facing role, leading a team of 9 hostesses.

EDUCATION SUMMARY

MASTER in INDUSTRIAL DESIGN (6 years), [Technical University](#), Delft (The Netherlands), 1989 - 1995

Main themes:

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| • Ergonomics: | Human factors |
| • Design: | Aesthetics, design conceptualisation and communication, 'form-giving' |
| • Engineering: | Construction for sustainability, reliability and durability |
| • Business Administration: | Design methodology, management and marketing |

Graduation project (9 months):

- Modular school game 'Skribi', designed to stimulate the development of disabled children.
- Education and care apprenticeship at a school for disabled children (1 month fulltime) at start of project.
- Responsible for the complete life cycle of the project, which included extensive target group and market research, by which to set up guidelines to develop, test and improve the game until its release.
- Since 1997, '[Toys for Life](#)' successfully distributes 'Skribi' on an international market.

VWO - equivalent to GCSEs & A Levels (6 years), RSG, Lochem (The Netherlands), 1982 - 1988

- **9 A-levels:** English, French, Dutch, maths, physics, chemistry, biology, hand drawing & art history.

TRAINING & DEVELOPMENT

MULTIMEDIA DEVELOPER (5 months), [CNA-CEFAG](#) academy, Bagnolet (France), 2003

- **Achieved know-how:** the creation of Html and Flash sites, integrated with Php and MYSQL databases.
- **Final project:** Shockwave site 'Optician', to teach children playfully about sight, its impairments and their solutions, while promoting an optician chain. Responsible for the complete life cycle of the project, which included a production plan to develop the site and its videos, images and Mysql database.

JAVA + VISUAL BASIC (1 month per course), Berlin (Germany) and Cr閚teil (France), 2002 - 2003

- **Achieved know-how:** Java, and the creation of SQL databases with access through Visual Basic.

MULTIMEDIA DESIGN (1 year), [Cimdata](#) academy, Berlin (Germany), 2000

- **Achieved know-how:** the harmonious integration of text, sound and (animated) 2D and 3D images for the creation of engaging interactive products, using a wide range of multimedia authoring tools.
- **Graduation project** (2 months, with 3 team-members): CD ROM '[Early English](#)', to teach English to children (age 4-10) by the '[Helen Doron](#)' method (frequent enunciation of words in their natural context during songs, games and creative activities). Sole responsible for the main Lingo coding, the scenario, storyboard, all drawings and Flash animations; as well as for assistance in image and sound treatments.

OTHER RELEVANT INFORMATION

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| • Nationality: | Dutch and Spanish |
| • Birth place & date: | The Netherlands, 6 April 1970 |
| • Marital status: | Part of a 'dinky' (dual income no kids yet ☺) |
| • Personality: | Inquisitive, creative, resourceful, reliable, sociable, versatile, analytical & frank, with autonomy & team spirit, rapid assimilation and a meticulous eye for detail |
| • Interests: | Sculpture creation; ill. children books; indie cinema, contemporary & kinetic art |

* Please visit my [WEBSITE](#), to consult my [REFERENCES](#), my [CV-DETAILS](#) and [WORK](#) examples.