

Ian Michael Marsh

Work Statement

To excel in a creative position which takes advantage of my unique blend of technical and artistic skills. To be part of a team where others share my passion and work ethic.

Work Experience

Reality Check Studios, Los Angeles, CA, 2007-Present
Software Engineer. Design and prototyping of next-generation DVR and video delivery user interfaces in Flash CS3, Actionscript 3.0, Flex, Papervision3D and XML. Creation of multiple 3D web interfaces using Flash and Papervision3D. Design and engineering of multiple real-time 3D interactive broadcast pieces.

Sandcastle Studios, Carlsbad, CA, 2005-2007
Software Engineer. Co-wrote BREW title DaVinci Code: The Quest Begins shipped on 150 carriers worldwide. Wrote development tools using C & Java. Helped create cross-platform scripting language enabling incremental content on both BREW and J2ME. Lead J2ME Engineer for 4 mobile titles.

University of California, La Jolla, CA, 2004-2005
Webmaster. Design and maintenance of several department sites. Close interaction with multiple department heads.

Education

UCSD, La Jolla, CA, 2005
B.A. Computer Science
Emphasis in game design, computer animation, computer graphics, artificial intelligence, and human computer interaction.

Contact Information

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Skills Overview

Software Engineering

Experience building mid-size mobile applications, both as a team and alone, on Qualcomm's BREW, Sun's J2ME, and Apple's iPhone platforms. Experience managing large numbers of builds for deployment on multiple devices. Experience creating command line / GUI tools, often utilizing XML to aid in development. Responsible for UI design and implementation on multiple projects.

Scripting

Experience using a variety of scripting languages to quickly script tools and complex user interface prototypes using Actionscript.

Web / Graphic Design

Experience engineering data-driven web sites with PHP and MySQL, and designing their layout using CSS. Seven years of Adobe Photoshop and Flash experience.

Technologies

Actionscript 3	Java / J2ME
Flash CS3 / Flex	NetBeans
XML / MXML	Xcode
VBScript	Javascript
PHP / MySQL	Photoshop
CSS / HTML	iPhone SDK
C++ / BREW	VisualStudio