

Edgar Miranda

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Objective Seeking contract work as a Flash Game Developer

Education San Jose State University, San Jose, CA
August 2007 – Present Expected Graduation: May 2011
Major: Bachelors of Science in Computer Science

Coursework

- Game Design and Programming (C#/XNA)
- Assembly Language Programming (MIPS)
- Advance Data Structures (C++)
- Programming in Java (Java)
- Windows Programming (C#)
- Object Oriented Design (Java)
- Proficient in Flash CS3 and Actionscript 2.0/3.0
- Experienced developing with the SmartFoxServer API

Experience Fupa World Flash Game Development
August 2009 – Present fupaworld.com

- Fupa World is a virtual world that allows user to interact with other users via multiplayer games, custom user rooms, and visiting different “sites” within Fupa World.
- Implemented features and fixed bugs dealing with allowing users to insert furniture into their custom rooms, setting up an in game shop system, and implementing multiplayer games into the virtual world.

Grid[z] Facebook Flash Game

March 2009 – Present apps.facebook.com/gridzzz/

- I developed the Flash front of Grid[z] which contains a turn base system, with a real-time updates and chat. Worked with a PHP programmer to integrate the game into the Facebook platform, which allows you to play vs. your friends. Contains an EOL ranking system used to created a leader board. Game was developed in AS3 using Flash Develop and Flash CS3.

Elf Island Virtual World Flash Game Development

July 2008 – August 2008 thrustinteractive.com elfisland.com

- Contracted by Thrust Interactive to create three Flash games from the ground up for the virtual world Elf Island. Games genres were an object avoider game, a collecting tokens game, and a puzzle game.
- Worked in coordination with a lead programmer to implement games into a virtual world architecture.
- All games were developed in AS3 using Flash CS3 and Flash Develop.

Ultimate Online Checkers Multi-user Flash Game

August 2007 – April 2008 edgarmiranda.net/ultimate-online-checkers

- Developed a multi-user application that allows users to play checkers online in real time via SmartFoxServer. Aside from playing regular checkers, the game also featured its own unique “Power Ups” game mode.
- I played the role of project leader, lead programmer, and lead game designer. I also work along side an artist/ animator and an AI programmer.
- Was awarded 7th place in the Become a Rock Star Flash Game Contest, hosted by Mochi Media & Gaia Online.

Activities

Founder and President of the San Jose State University Game Development Club (sjsugamedev.com)