

Edgar Miranda

Full address and phone number upon request

San Jose, CA

edgar@edgarmiranda.net

www.edgarmiranda.net

Education

San Jose State University

San Jose, CA

Studied Computer Science

August 2007 - December 2010

Skills

- iOS and Android game development with the Corona SDK (Lua)
 - Mobile application development with Flex 4.5 and Flash Builder 4.5
 - Native Android Development (Java)
 - Proficient in Actionscript 2.0/3.0, Flash Builder, MXML, and Flash Develop
 - Flash APIs: SmartFoxServer, OpenSpace, Flixel, Box2D, TweenLite, Papervision3D, and Away3D
 - Java, Pearl, XML, JSON,
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Experience

Miranda Bros.

www.mirandabros.com

Co-founder and Developer

San Jose, CA

March 2011 - Present

- Establish a game company with my brother in order to pursue our dream of making our own games
- Developed Miranda Bros' first title "Roly Poly" using the Corona SDK for the Apple App Store and the Android Market
- Developed an in house level editor for the game "Roly Poly" using the Flex SDK

Ansca Mobile

www.anscamobile.com

Developer

Palo Alto, CA

March 2011 - July 2011

- Developed several sample apps for the Corona SDK that demonstrated popular games in the mobile app market
- Recorded and produced video tutorials on "programming with Corona"

MeetHi

www.meethi.com

Flash Game and Android Development

Sunnyvale, CA

December 2009 - March 2011

- Developed six Facebook Flash games using Flash Builder and Flixel engine
- Created a 3D Avatar system using Away3D that allowed customization of hair, skin color, eyes, and clothing
- Developed a food-oriented Android application. Lets you rate food items and look up restaurant in your area

Fupa World

www.fupa.com/fupaworld.aspx

Flash Game Development

August 2009 – December 2009

- 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 via SmartFoxServer

DeVry University

www.devry.edu

Course Curriculum Development

November 2008 – August 2009

- Developed nine lesson plans and labs that guided students through the basics of using Flash Actionscript 3.0 and SmartFoxServer to develop a multiplayer Flash game

Elf Island Virtual World

www.thrustinteractive.com

Flash Game Development

July 2008 – October 2008

- Was contracted by Thrust Interactive to create three Flash games from the ground up for the virtual world “Elf Island”. Game genres were included 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

Flash Checkers Game

www.edgarmiranda.net/checkers

Independent Game Development

August 2007 – April 2008

- 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 features 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