

Daniel Kolbman

Game Designer and Developer

Web Designer and Programmer

Graphic Artist and Illustrator

Summary:

Highly experienced programmer and designer proficient in the prominent areas of computer aided design, program design/development, and web design/development. Well versed in handling of business relations and cliental and experienced project manager in small team development.

Skills:**Highly Experienced and Knowledgeable in (With years of experience):**

Adobe Aftereffects (3 yrs)

Adobe Flash (8 yrs)

Adobe Photoshop (7 yrs)

Adobe Dreamweaver (9 yrs)

Adobe Illustrator (6 yrs)

Adobe Fireworks (9 yrs)

Action Script (2 and 3) (7 yrs)

C++ (3 yrs)

Java (5 yrs)

Autodesk 3DSMax (7 yrs)

Autodesk Maya (3 yrs)

Autodesk AutoCAD (2 yrs)

Microsoft Word (8 yrs)

Microsoft Excel (8 yrs)

Microsoft PowerPoint (8 yrs)

Professional Experience:**Flak-Games, 2005-present**

Cofounder, creator, and web administrator of a small Flash gaming website, community, and development team. Responsible for several redesigns, back-end upgrades, publishing content, and more.

Techno Resources, 2004-present

Freelance artist and programmer working for a diverse client base primarily in graphic and print design, web programming, and Flash web sites and applications.

Game Design and Programming, 2005-present

Developer of several indie Flash games both in collaboration and independently. These games have published under several notable sites including: Armor Games, Newgrounds, Max Games, and personal label Flak-Games.

PKF Mark III, summer, 2010

Web developer employed full time for the purpose of redesigning corporate website bottom up.

Bucks County Community College: Kids on Campus, summers, 2004-2009

Worked as a counselor and teaching assistant in computer camps for kids teaching them how to create games, websites, computer graphics, and animations. Programs taught to kids included: Flash, Dreamweaver, Gamemaker, and Alice.