

ERIC FINO

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PROFILE Eric Fino is a Flash engineer with a keen visual sense and a strong grasp on usability. These are attributes that he has acquired through a foundation in graphic design and experimentation with several types of human-computer interaction technologies. His passion for video, as both a medium and a tool for communication, has led him to a career in Flash development. Now, excited by the rapid growth and increasing accessibility of new software, he finds daily inspiration to learn and advance his craft.

EXPERIENCE **Flash Developer:** R/GA, New York, NY (04/2010 - Present)
Develop creative, innovative Flash applications branded for high-profile clients.

Flash Engineer: Mediatronica, Inc., New York, NY (10/2006 – 04/2010)
Built customizable, XML driven systems for user interface, gaming, camera, microphone, streaming and progressive download video, data tracking and multi-user functionality. Also, developed external interface APIs. Other roles include assisting with management, graphic design and user experience solutions.

Flash Developer: Moey, Inc., Brooklyn, NY (02/2009 – 03/2009)
Commissioned to develop a multi-player game that interfaces with a server-side application via a custom socket server. This game is now part of a permanent exhibit at the Children's Museum of Houston.

Flash Game Developer: Gumspots.com™, New York, NY (05/2006 - 10/2006)
Developed educational Flash games for children's book websites, some of which include ShelSilverstein.com and MouseCookieBooks.com.

Teacher's Assistant: Advanced Education System, New York, NY (02/2006 - 08/2006)
Through a program aimed at educating high school teachers on how to use new technologies to teach standard subjects, have gained experience in curriculum design, lecturing and one-to-one teaching.

EDUCATION **MPS Interactive Telecommunications Program**
New York University
Tisch School of the Arts
New York, NY 10003
Graduated
09/2004 – 05/2006

BFA Graphic Design
University of Massachusetts Lowell
Lowell, MA 01852
Graduated
09/1999 – 12/2003

SKILLS **ActionScript**
ActionScript 1.0, 2.0 and 3.0
Server-Side ActionScript
Google Maps API
YouTube API
Papervision3D
FLARToolkit
Facebook API
Greensock

IDEs
Macromedia Flash MX, MX 2004 and 8
Adobe Flash CS3 and CS4
Adobe Flex Builder 3
Eclipse 3.5

Other Languages
Processing
Arduino
Android
C++

Other Skills
Adobe Flash Media Encoder
Adobe Photoshop
Adobe Illustrator
Adobe Dreamweaver
Final Cut Pro
Blender
Autodesk Maya

References available upon request.

