



GRAHAM ROBERTSON

Software Guru.
Nice Enough Guy I Guess.

34A Foxbar Road
Toronto, On
Canada, Earth
M4V 2G6

Phone: 416 892 8631
Email: root@graham-robertson.ca

Skills

- HTML5, CSS, JavaScript, Flash (AS2 & AS3), C/C++, C#, Objective-C, Rust, Go, Java, PHP, Python, & Ruby
- Phonegap, Android, BlackBerry SDKs, X Code Tools for Mac OS X and iOS, & Xamarin Studio
- Microsoft SQL, MySQL, IndexedDB, & MongoDB
- Django, .Net MVC3, Code Igniter, Jekyll, Wordpress, & Agility CMS
- Chrome Apps API, Google Maps API, Facebook Plugins & Connect, & OpenID
- VS Studio, FlashBuilder, Photoshop, Illustrator, Microsoft Word/Open Office, & Outlook

Work Experience

Lead JavaScript Developer

Ontario Science Centre

October 2013 - February 2014

Using only web technologies, we built an exhibit at the Ontario Science Centre called The Aging Machine. I solely developed four large displays which update in realtime as users take photos of themselves and the computer ages them up to 70 years into the future. One display required my developing a JavaScript physics engine from scratch. So far, the exhibit has attracted over a million visitors.

App Development Consultant

BlackBerry

September 2012 - September 2013

I offered expert advice and technical assistance to companies and independent developers by writing blog posts, attending and speaking at conferences, answering questions on forums, creating tutorial videos, and writing sample code. I worked closely with large companies like BBC's Top Gear and CNN Mexico.

Developer

Kids' CBC Interactive

February 2012 - September 2012

I worked as part of a team creating exciting interactive experiences for preschoolers using a combination of Web Technologies and the Flash platform. Our projects ranged from streaming video content on demand to building games and augmented reality learning experiences.

Solution Developer

Agility, Inc.

July 2011 - February 2012

Being part of a well-managed team meant completing websites in a very timely fashion with the quality to delight customers. I worked closely with the Agility Content Manager API to rapidly build custom solutions and website packages for a variety of customers with unique requirements. We used C# .NET and its MVC3 framework and the latest in HTML, CSS, and JavaScript while still supporting legacy browsers.

Web Developer

Supernova Interactive, Inc.

March 2009 - May 2011

The majority of the time I was the only developer on the team and thus had a wide range of responsibilities that allowed me to grow vastly in my area of expertise. I handled the development of internal projects as well client work with 102.1 The Edge and Rogers. I worked in the back-end using C# .NET and Linq, as well as the front-end using HTML, CSS, and JavaScript.

Social Games Art Director and Developer

Zynga, Inc.

April 2008 - January 2009

I created HTML-based games from PSDs using web standards. I was responsible for ensuring that design and game engineers were in-sync for several game projects. I also acted as the lead Flash developer using AS2 & 3.

Teaching Assistant

University of Toronto

August 2008 - September 2008

I prepared lessons and conveyed systematic approaches to solve through puzzles such as sudoku and minesweeper and relating those approaches to solving mathematical conjectures.

Flash Developer

Paten Publishing

March 2008 - April 2008

I worked remotely creating a virtual online "page-flipper" magazine for kids building all the animations and scripting page-to-page functionality.

Web Designer and Developer

Metroland Media

November 2007 - March 2008

I worked as part of a team creating designs working mostly with CSS and HTML and designing the back-end architecture.

Education

Bioinformatics

The University of Toronto

I took numerous courses in Molecular Biology, Mathematics, and Computer Science. I was part of a group that met between classes to solve complex puzzles and problems with Professor Arnold Rosenbloom under whom I became a Teaching Assistant for similar workshops.

References

References are available upon request.