Camron Rushin

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SUMMARY

UI Engineer with 10 years of experience in a broad range of industries seeking position to apply my skills and knowledge working on innovative products.

TECHNICAL SKILLS

Languages: Sencha Ext JS, JavaScript, HTML5, Adobe Flex, Java, C++, PHP

Tools: WebStorm JavaScript IDE, Subversion, Perforce, Git, Adobe FlashBuilder 4, Eclipse

Web Servers: JBOSS, Apache Tomcat

Databases: MySQL, PostgreSQL, MSSQL, SQLite

EMPLOYMENT HISTORY

Ixia, Austin, TX   August 2012-present
Sr. UI Engineer I
- Became team's sole UI developer after acquisition.
- Designed and developed new components using Sencha Ext JS.
- Refactored legacy Flash and Flex code using Sencha Ext JS.
- Chosen over several engineers to develop UI for new virtual product.

BreakingPoint, Austin, TX   February 2011-aquired by Ixia
UI Developer
- Transitioned the legacy Flash code to Flex.
- Worked as primary developer on testing component and test lab framework.

Dell, Inc., Austin, TX   May 2010-February 2011
Software Consultant
- Sole architect & developer of Flex UI for VMWare plug-in.
- Assisted back-end developers on writing Java web services.
- Worked directly with user-experience department.
- Consulted with third-party vendor about designing Flex skins.

Source 360 Group, Inc., Austin, TX   June 2009-February 2010
Software Consultant
- Developed Adobe form and fragment management and version control system and other applications using Cairngorm framework with Flex front-end and Java back-end.
- Wrote technical manual and trained clients on how to use the form management system.
- Developed workflow processes using LiveCycle Workbench.
- Designed dynamic Adobe forms to be populated with XML.
- Developed document cataloging application with sales UI

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Multimedia Games, Inc., Austin, TX   June 2006- February 2009
Game Programmer
- Enabled legacy game code to work with newer frameworks and function for more than half a dozen different markets.
- Developed and debugged C++ code to result in the shipment of over 40 individual games.
- Implemented a new bonus game for an existing title resulting in a more versatile and attractive game.
- Assisted programmers and game engine team in debugging and solving coding problems.
- Tasked with programming a high-priority game for display at Gaming Convention.
- Trained new team members with existing practices and tools.
- Worked over-time and weekends to meet deadlines.

Telispire PCS, Wichita Falls, TX   May 2005- May 2006
Junior Programmer
- Developed accounting software using C# and PHP.
- Created and maintained PostgreSQL databases.
- Repaired hardware, network problems.
- Communicated and worked with third-party vendors.

EDUCATION
Midwestern State University, Wichita Falls, TX   2000-2005
B.A., Computer Science and Mass Communication