

# CORY PETOSKY

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## OBJECTIVE

Seeking a programmer position, to make interesting and challenging applications, in any language on any platform.

## EDUCATION

### Computer Science, Bachelor of Science Hood College, Frederick, Maryland

August 2003 – August 2007

Specialized in algorithm analysis and software engineering. Served as team captain in regional competitive programming algorithm competitions. Contributed to team projects, to create simulated real-world applications. Served as teaching assistant for introductory programming classes, hosting lab sessions and acting as tutor to reduce program attrition rates. Attained a mathematics minor, specializing in graph theory and discrete mathematics.

## EXPERIENCE

### Freelance Flash Developer

December 2008 – Present

Subcontractor for **Disney.com Games** (remote)

Converted a collection of Disney Flash games (AS2 and AS3) from legacy foreign-language code to the new DXD framework (AS3) for <http://disney.go.com/disneyxd/>. Worked with art director and project manager to re-skin and redesign one game from scratch. Coordinated with Disney in-house developers to create content and bug-test the still-in-development framework API. Wrote XML configuration files for various games.

### Game Technology Developer (Flash/AS3) Electrotank, Inc., Wilson, North Carolina (remote)

April 2008 – December 2008

Lead developer on Flash/AS3 isometric virtual world engine. Designed efficient rendering/data mechanism to support seamless worlds of infinite size. Wrote base game algorithms, like pathfinding, positioning, and user input, that client code could invoke and hook into.

*Engine live (registration required) on <https://www.preciousgirlsclub.com/pgc/pgcHome.jsp> and <http://www.wisenhimer.com/>.*

Sole developer on Flex/AS3/AIR isometric virtual world editor/creator desktop application. Developed drag-and-drop interface for building complex virtual worlds. Worked directly with clients to customize virtual world platform for individual applications. Worked directly with clients and potential clients to demo our product and provide support in its use.

Developer on the KeyQuest game for Neopets.com, which uses the above-mentioned virtual world engine and editor. Game available for play (registration required) at <http://www.neopets.com/keyquest/>.

## Skills

Adobe Flash  
Eclipse IDE  
MediaWiki  
SVN  
Visual Studio  
  
ActionScript 2/3  
AJAX  
C  
C++  
C#  
CSS  
HTML/XHTML  
Java  
JavaScript  
PHP  
Python  
Ruby  
Shell scripting  
SQL  
XML/XSL  
VBScript  
  
Apache  
Drupal  
MySQL  
Rails  
SDL  
XNA  
  
Linux/BSD  
Mac OSX  
Microsoft Windows  
7/Vista/XP

**Lead Developer (Flash), Lead I/T Specialist**  
**Puny Entertainment**, Minneapolis, Minnesota

August 2007 – April 2008

Developer on new kids site for Hasbro (not yet released). Co-architected generic system to support arbitrary client brand applications to piggyback on our multi-user game platform. Programmed a variety of “organic” user interface elements. Wrote internal API for team members’ use. Provided ASDocs for all code. Trained three novice developers in ActionScript 3 and Flash.

Programmed a variety of promotional Flash “micro-sites” for various clients. Incorporated SEO and Google Analytics into our Flash application. Wrote underlying set of library code to speed development of micro-sites. Trained four junior developers in code standards, SVN, and ActionScript 3 techniques/idiosyncrasies.

Set up Ubuntu Linux server for data storage. Wrote web application (Ruby on Rails) to facilitate remote access. Wrote web application (RoR interfacing with mpd) to allow streaming of internet radio and user music directories over company radio speakers. Installed Subversion and trained office on its use.

**Contract Intranet Developer (VBScript/ASP/Access)** May 2003 – August 2003  
**United States Navy**, London, England

Built an intranet system and layered applications for the Navy’s Information Systems Office. Developed a custom content management system that allowed WYSIWYG editing of news content, pages, and user messages. Developed an inventory management system that integrated with a legacy barcode-scanner based system. Developed a “theft prevention game” that randomly assigns inventory verification tasks to responsible employees in the Navy’s UK theater. Trained office staff on system use and maintenance. Rigorously documented all code and systems.

## **ACTIVITIES & AWARDS**

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Member, International Game Developers Association, 2007-Present  
Twin Cities Chapter Coordinator, International Game Developers Association, 2007-2008  
Hood College Chapter Chair, Association for Computing Machinery, 2004-2007

Gary Gillard award for exceptional computer science student, Hood College, 2006  
14<sup>th</sup> Place (out of 120 teams), ACM Mid-Atlantic Regional Programming Contest, 2006  
22<sup>nd</sup> Place (out of 150 teams), ACM Mid-Atlantic Regional Programming Contest, 2005