

Brian Sexton

Multidisciplinary Designer, Software Developer, and Writer

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Introduction and Summary of Skills and Experience

I have been working in technology and entertainment industries for over twenty years, performing various duties from quality assurance and engineering to design and development to technical, creative, and editorial writing and editing.

I am always interested in making good use of modern technologies, tools, and methodologies to maximize quality, productivity, and user experience, including developer and team experience: modular JavaScript, HTML5, CSS 3, Node.js, Grunt, Git, Jenkins, single page apps, agile development (I am a Certified ScrumMaster), user-centered design, automated testing, etc.

I am especially passionate about user experience and communications.

Web Design and Development Experience • 20 Years

Primary Experience: HTML, CSS, JavaScript, jQuery, AngularJS, Bootstrap, PHP, MySQL, ActionScript/Flash (for both consumer and enterprise applications), XML, JSON, REST APIs, Git, and Scrum

Additional Experience: Node.js, Grunt, Jenkins, WordPress, Python, Perl/CGI, ASP, SQL Server, Subversion (svn), Redis, Photoshop, Illustrator, Fireworks, Adobe AIR, Sketch, OS X, Linux, Windows, and standard office applications

Current Interests: user interface (UI), user experience (UX), user-centered design, responsiveness and performance, security, validation, automation, ECMAScript 2015 (a.k.a. ECMAScript 6), Electron, and the MEAN stack (MongoDB, Express, AngularJS, and Node.js)

Mobile Design and Development Experience • 5 Years

Primary Experience: Android (Java) and mobile-optimized/responsive Web

Additional Experience: iOS and mobile-optimized Flash

Current Interests: user interface (UI), user experience (UX), user-centered design, C#, Swift, and API security

Writing and Editing Experience • 20 Years

I have written and edited technical documentation, game lore, character dialogue, guides, news, reviews, and more.

Work Experience

I have spent much of my career working freelance, agency, and other short-term engagements for many different clients and employers. The following are highlights—some of my most notable clients and employers, not my complete work history.

Carroket, Inc. • Santa Clara, San Jose, and Sacramento, California

Founder (Family Business) and Principal Designer and Developer, March 2010 – Present

Web Developer (JavaScript, HTML5, CSS 3, PHP, MySQL, etc.), Mobile Developer (Java and Objective-C), Flash Developer (ActionScript 3.0 and Flex), Game Designer, User Experience Designer, Graphic Designer, Writer, Illustrator, Accountant, Janitor, etc.: I founded Carroket with my siblings; I have served as the primary designer and developer of the company's own projects and I have contributed to client projects, including promotional applications, social games, and mobile applications. Current projects include the production of an updated version of my first Flash game, Black Cat Ops (originally released in 2004), for Android and iOS devices.

Zynga.org (the social impact division of Zynga, Inc.) • San Francisco, California

Independent Contractor (via Carrocket, Inc. and Backbeat Networks), June 2015 – October 2015

Front-End Developer: I contributed to Words With Friends EDU, an education-specific adaptation of Zynga's popular word game, and a corresponding Web site. My work for Zynga.org involved JavaScript, HTML5, and CSS 3. My JavaScript work included raw code and made use of AngularJS and a custom Zynga framework. I used LESS for CSS pre-processing and Grunt for building and pre-commit code analysis.

Cisco Systems, Inc. • San Jose, California

Full-Time Employee, March 2013 – December 2014

Front-End Developer: I developed user interfaces and functionality for the Application Policy Infrastructure Controller (APIC) Enterprise Module platform and various reference and prototype applications for a Software Defined Networking (SDN) team within Cisco's Enterprise Networking Group (ENG). My APIC work involved primarily JavaScript, HTML5, and CSS 3 with some occasional Java. I wrote raw code, developed and contributed to custom libraries, and worked with popular libraries and frameworks such as jQuery, jQuery UI, AngularJS, and Bootstrap.

TiVo Inc. • Alviso, California

Independent Contractor (via Carrocket, Inc.), November 2012 – January 2013

Software Engineer: I developed example and performance-testing applications for TiVo set-top boxes.

Samsung Information Systems America • San Jose, California

Independent Contractor (via Carrocket, Inc. and Ryzen Solutions), June 2011 – August 2012

Second Assignment: Android Developer (Java with Android SDK): I developed new prototype and UI simulation applications for Android mobile devices at SISA's User Experience Center America, UX Innovations Lab, at its San Jose R&D Center.

- Family- and Education-Focused Native Android Applications
- Developed with Java and the Native Android SDK
- SQLite Data Storage
- XML Data Storage and Transfer
- Newly Built and Customized UI Components

First Assignment: Flash and Web Developer (ActionScript 3.0, PHP, JavaScript, etc.): I developed new Flash- and Web-based prototype applications for multiple types of target devices (including mobile-specific functionality) to prove both technical and experiential concepts at SISA's Advanced Technology Laboratory at its San Jose R&D Center.

- Family-Focused Social Networking Applications (Sharing, Messaging, etc.)
- Flash- and Web-Based Applications Enabling General Web Access, Mobile Access, and Kiosk Access
- Developed with ActionScript 3.0, PHP, HTML, CSS, and JavaScript
- MySQL and SQLite Data Storage
- XML and JSON Data Transfer

CrowdStar, Inc. • Burlingame, California

Independent Contractor (via Carrocket, Inc.), March 2011 – May 2011

Flash Developer (ActionScript 3.0, MXML, and Flex): I developed new Adobe AIR- and Adobe Flex-based developer tools for CrowdStar's It Girl games for Facebook and iOS and I prototyped new user interface functionality for the Flash version of the game.

Playdom, Inc. • Mountain View, California

Independent Contractor, January 2010 – February 2010 and February 2010 – March 2010 (Two Contracts)

Flash Developer (ActionScript 3.0 and Flex): I contributed to a few of Playdom's social games for Facebook, including Lil Farm Life, Tiki Farm, and Verdonia—primarily Lil Farm Life, which was the company's main entry in the popular social farming genre. My contributions to Lil Farm Life included a new viewfinder interface, new in-world callouts, and the replacement of various Flex-based user interface elements with custom elements for greater speed and greater thematic consistency.

Adobe Systems, Inc. • San Jose, California

Temporary Employee (via WorkforceLogic; Hours Varied), June 2009 – August 2009

White Box Quality Engineer, Adobe AIR (ActionScript 3.0): I wrote test cases to test features of Adobe AIR within Adobe's custom test harness and I wrote performance tests for Adobe's then-secret Packager for iPhone.

Zynga, Inc. (a.k.a. Zynga Game Network and Presidio Media) • Los Gatos, California

Independent Contractor then Full-Time Employee, June 2008 – August 2008

Senior Software Engineer (Mostly Flash/ActionScript with Minimal PHP, HTML, and JavaScript): I contributed to a few of Zynga's social games for Facebook, including Challenge Sudoku (discontinued), PathWords, and Word Twist.

Atom Entertainment (AddictingGames) • San Francisco, California

Independent Contractor, September 2007 – May 2008 (Project-Based)

Flash Developer (ActionScript): I made games for Atom Entertainment's AddictingGames Web site.

WebEnertia • San Jose, California

Part-Time Employee (Hours Varied), December 2004 – August 2006

Web and Local Application Software Engineer (PHP, MySQL, Flash/ActionScript, JavaScript, C/C++, XML, HTML/XHTML, CSS, etc.): I worked on a wide variety of projects for several of WebEnertia's clients. These included kiosk systems (both Flash-based front ends and PHP-and-MySQL-based back ends) and e-commerce systems (PHP, MySQL, JavaScript/AJAX, CSS, etc.).

Hurricane Electric • Fremont and San Jose, California

Full-Time Employee, November 2001 – March 2002

Customer Service Representative (Windows, GNU/Linux, & Mac OS Technical Support, Server Installation, etc.): I provided technical support to Internet hosting customers and built and maintained servers.

MetaEdge Corporation • Sunnyvale, California

Full-Time Employee, December 2000 – July 2001

Quality Assurance Engineer, Web Developer (PHP & SQL Server on Windows), & Technical Writer: I performed functional testing for MetaEdge's business intelligence software and contributed to the company's related Web and documentation offerings.

Working Designs, Inc. • Redding, California

Full-Time Employee, May 2000 – October 2000

Webmaster (IIS, PERL, MySQL, Photoshop, etc. on Windows): I managed and maintained the Working Designs Web site.

Education

De Anza College

Associate of Arts in Liberal Arts, 2004

San Jose State University

On Hiatus from Baccalaureate Program in Philosophy