Abigail B. Spracklin

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Objective

Advancement in the software development industry to an innovative position where my varied skills will be best used and appreciated.

Skills

Technical

- *Desktop Programming* – proficient in C, C#, and Java; familiar with C++, VB.NET, and VB6.
- *Online Programming* – proficient in PHP, JavaScript, VBScript, and Ruby
- *Flash Development* – both animation and advanced networked ActionScript
- *Website Development* – using HTML, DHTML, XHTML, CSS, XML, and the Rails framework
- *Environments* – many including GNU, .NET; Windows, Linux, or Mac; with SVN, VSS, Perforce
- *Architecture* – adept at designing large systems with complex needs from first principles
- *Integration* – experienced at extending and improving existing complex systems
- *Quality Assurance* – proven track record of high quality output and extremely fast debug cycle
- *Usability Assurance* – intuitive and usable interface designs for a variety of environments

Managerial

- *Project Management* – effective schedule and budget estimates
- *Business Plans and Forecasts* – 2004 John Molson Case Competition alumnus
- *Documentation* – technical and process documents
- *General Business Software* – advanced usage of spreadsheets, databases, and messengers

Specialized

- *Graphic Art* – over ten years of experience producing artwork for online and print
- *Publishing Software* – many popular suites, including the CorelDraw suite and Quark Xpress
- *Multimedia* – video production and SFX, including using Adobe Premiere Pro and MainVision
- *Other Art* – photo retouching, audio engineering, game design

Project Highlights

National Dentist Collaboration Engine – Graphically Speaking Services Inc.

My duties include spearheading the largest and most programmatically intensive project ever attempted by the company. As team lead, I am responsible for team management, data structure and architectural design of the entire project. Additionally, I am responsible for the design and programming of the project's key Flash application.

Flash Games – Personal Projects

While developing my flash skills, I designed, programmed and debugged two proof-of-concept applications. "Rubynoid" is an homage to the classic game "Breakout", and "The Writer's Sledgehammer" is an application meant to inspire and aid in the brainstorming efforts of story generation.

Enterprise Engine – Abbyshot Custom Clothiers

Over the course of five months in 2004, I created their entire enterprise system and online presence in PHP4 and MySQL. This included designing a database, two separate authentication systems, two complete template-driven websites including all graphics, and a complete inventory and order tracking engine.

NewMediaMentor – IDON East Corporation

I was half of the development team that produced IDON's award-winning educational website construction application. My responsibilities included a large portion of the user interface, all of the filesystem functionality, and all of the output code generation. This project produced output in HTML and JavaScript using its own internal data language, and was written in Visual Basic 5.

Recent Employment History

Game Modes Software Engineer – Electronic Arts, Inc.

August 2011 - September 2011, Burnaby, BC

I worked with the Game Modes team on front-end development for FIFA Street 4, particularly debugging for kit and venue selection screens, as well as installing the "Panna" game mode.

Senior Developer – Cuzzo Music, Inc.

January 2011 - June 2011, Vancouver, BC

I took over the flagship Facebook app project from an outside development company and led the run-up to release. I was also involved in the early stages of the Cuzzo desktop player application, web and desktop security, and also some system administration.

Senior Architect – Graphically Speaking Services, Inc

November 2006 - June 2009, Vancouver, BC

I was involved with all aspects of development, including project management, data design, and application architecture. My web specialties include highly advanced JavaScript, using on-the-fly DOM generation and AJAX. Additionally, through my problem-solving skills I have developed a strong reputation for solving problems which have proven challenging.

Software Designer – E-xact Transactions, Ltd

February 2006 - July 2006, Vancouver, BC

I designed and implemented the comprehensive data model and the early versions of the UI for E-xact's new transaction and user account management system, in MySQL and Ruby on Rails. This includes a wizard engine, internationalization, and AJAX integration.

Interface Developer – Minisis, Inc

August 2005 - January 2006, Vancouver, BC

While at Minisis, I was in charge of the design and implementation of the user interface and visible portions of their three-tier web-based "Termium" project for translators. This was developed in ASP.NET, and the front end included such features as customizable displays and total internationalization.

E-Commerce Engineer – Abbyshot Custom Clothiers

December 2003 - February 2005, Mount Pearl, NL

My main role was the Enterprise Engine architect (as described in the projects section). Additionally, I performed a variety of IT and graphic art functions, and provided all of the technical services Abbyshot used during this time.

Education History

John Molson Business Case Competition

2004, Concordia University, Montréal, QC

Lead position on Memorial University's 2004 team

Bachelor of Science (Computer Science)

1994 - 1998, Memorial University of Newfoundland, St. John's, NL

Course concentration in software engineering

References

Available upon request.