

**APPS****CLUB CONNECT — FEB 2011 - DEC 2011**

My client wanted to create an iPhone and Android application allowing users to find bars and clubs near them, including events, coupons, jobs, and taxis. I led the entire project and consulted on the application design, monetization strategies, and marketing. I created both the iPhone application and the web service supporting it, and hired and managed three Android developers. I also orchestrated importing 164,000 locations into our database. ClubConnect launched December 11th 2011 and has signed sponsorship agreements with several notable Greater Phoenix area restaurants.

*Available on the iPhone App Store & Android Marketplace*

**360 VANTAGE - IPAD CRM — MAY 2010 - FEB 2011**

360 Vantage hired me to create an iPad application of which the focus was to provide mobile Salesforce.com data to pharmaceutical company representatives in the field with tenuous data connections. It allowed reps to view their accounts' data and past calls, and log calls. It enabled the reps to dispense medical samples and electronically capture and upload the doctors' signatures, drawn with a finger on the iPad. The system has multiple checks to ensure data integrity despite a shaky connection to comply with FDA requirements. I was responsible for the project starting at day one, and the project was deployed to representatives in Puerto Rico and Florida.

**JUMP IT! — APRIL 2009 & JUNE 2010**

*JumpIt!* was my first iPhone game, which despite its simple art and straightforward gameplay reached over eight thousand downloads in the first week. Despite the game's relatively low download count, it has very devoted fans - some fans have reached in-game scores of over two million, a feat which requires more than four continuous hours of play in one sitting. This game supports an online high scores system that allows players to view high scores that day, week, or all-time. In June 2010 I updated *JumpIt!* to *JumpIt! 2*, featuring all-new Retina Display graphics, a tutorial, new game mechanics, and integrated Game Center achievements.

*Available on the iPhone App Store*

**YOU'VE BEEN SENTENCED! — 2008 - 2010**

*You've been Sentenced!* is an educational card game designed for teaching children and adults ways to better compose sentences. As a highly successful physical game, I was hired to create a Flash version, and then eventually an iPad version. I created both versions, including all of the online and multi-player functionality. The iPad version featured an intuitive touch-and-drag interface and had support for dynamic online matchmaking, chat, high scores, and real-time multi-player gameplay.

*Screenshots & more on my website: <http://www.timgostony.com>*

**EDUCATION**

Arizona State University — B.S. Computer Science, Certificate in Game Development, May 2012

**SKILLS**

**iOS** I started developing for Apple's mobile devices in February of 2009. I am an expert with Objective-C and Apple's Cocoa Touch frameworks for the mobile devices. I have much experience writing dynamic, interactive applications, with smooth animations and great performance. Nearly every project I've done with iOS recently has included some form of the ASIHTTP and JSON libraries as well.

**WEB/SERVER** I learned *php* and MySQL in high school eight years ago. I've worked on just about every kind of *php* and MySQL project imaginable, including full websites, creating a CMS from scratch for fun, APIs for my iPhone apps, and even image creation using gdimage tools.

**WEB/CLIENT** I started creating websites in 1998, using Netscape Composer. Shortly thereafter I learned Javascript by viewing the source code of other peoples' webpages. I am deeply versed in HTML, CSS, and Javascript, including coding techniques for the new HTML5 features, though I strongly believe in shipping code that works today.

**WINDOWS/XBOX 360** I am experienced in Microsoft's Visual C#, Visual Basic, the .NET platform, and the XNA Framework, and have developed games that run on Windows and Xbox 360, including my semi-finalist Imagine Cup entry, Nanite: Enter the Bloodstream.

**OTHER LANGUAGES & PLATFORMS**

I have experience in programming with Java, LISP, Lua, Python, Processing, and C/C++.

**APPLICATIONS** I am proficient at Adobe Photoshop, Final Cut Pro, and source control integration. I also know Microsoft's Office suite. I am proficient at UNIX and don't shy away from the command line when it's needed.