

# Paul Brom

brombropaul@gmail.com

brombropaul.com

630.639.8188

*A self-motivated programmer and designer*

## PROFESSIONAL EXPERIENCE

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### Reflection Software - Aurora, IL

Aug 2012 - Present

Senior Content Developer

- Specialized in designing and programming interactive eLearning training courses for a diverse network of clients
- Used in-house Flash based AS3 Engine to both modify existing programs and create new applications
- Met and collaborated with various clients across the US, including Fortune 500 companies
- Modified AS3 Engine and developed production tools used by other members of the Development Team
- Grew company's client base by designing, building and showcasing software demos
- Redesigned company website to be more aesthetically pleasing and mobile friendly by request of company President
- Trained and mentored new production and quality assurance employees to follow company standards

### Freelance and Independent Work

Global Food Forums - Chicago, IL

Feb 2015 - Present

- Customize, create and maintain 20+ plugins and a custom theme based on the client's changing needs

Signature Slots - Volvo, IL

July 2015 - Sept 2015

- Configured linux web server and setup Node backend environment
- Create web application using KeyStoneJS to securely host a showcase of the client's various projects

RBClassics - Denver, CO

Aug 2014 - Oct 2015

- Co-founded a small clothing company, built a customer-base through a successful Kickstarter and social media marketing
- Designed and built a visually appealing custom e-commerce website using the OpenCart platform

American Association of Chest Physicians - Glenview, IL

Oct 2013 - Mar 2014

- Collaborated with an experienced Hardware Engineer and Physician to develop a bronchoscopy simulation in Unity
- Project was showcased throughout the United States and Europe at various medical conferences
- Simulation was eventually developed further and picked up by DDD, a large 3D printing company based out of Sweden

## RELEVANT SKILLS

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**Code:** Javascript, JQuery, HTML, CSS, PHP, AS3, C++, C#, Ruby, Angular, Unity 3D, Microsoft Visual Studio, Grunt

**Art:** Adobe Flash, Photoshop, Illustrator, Dreamweaver, After Effects, Autodesk Maya, Audacity, Inkscape

**Other:** Git, Tortoise SVN, Mantis Bug Tracker, Basecamp, 1and1, GoDaddy, Test Track Pro, Notepad++, Brackets

## ACKNOWLEDGEMENTS

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Mobile Game featured on several popular game blogs: Pocket Gamer, Android Rundown, PlayBuzz, Kill Screen 2013

- Coded several shaders, managed art asset pipeline, worked with a team of former classmates

Games accepted to ISMAR - International Symposium on Mixed Reality and Augmented Reality 2012

- Programmer on two projects of twelve total accepted among hundreds of applicants to showcase as ISMAR

Designed and coded Computer Game qualifying for the 2nd round on Microsoft Imagine Cup World Student Division 2011

- Included in the top 5 games from the United States to advance in Worldwide Game Design Competition

## EDUCATION

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DePaul University - Chicago, IL

June 2012

Bachelor of Science in Computer Game Programming