



Carlos Zumbado Rodríguez.

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About:

Self-taught Engineer and book author with more than 20 years of experience in several programming languages, specialized in interactive apps both for the websites, tactile, mobile and tv devices.

Technical Skills

Programming languages:

Swift, SwiftUI, Objective-C, UIKit, Scenegrph(Roku), BrightScript (Roku), HTML, JavaScript, CSS, ActionScript

Skills:

Swift, SwiftUI, OOP, POP, MVC, MVVM, Unit Testing, UI Testing, Software architecture, REST, APIs. etc.

Experience

Schematic/Possible/Wunderman Thompson (2005-2023)

2022

Roku SNY (SportsNet New York)

App development for Roku Platform, took the app from previous developer, finished development, fixed some issues, implemented features and tracking logistics, got it ready for launch date ahead of time.

Technology: BrightScript, SceneGraph.

Role: Sole Developer.

2017-2020

Roku NBA/Turner

App development and maintenance for Roku Platform. Took the app from 4th to 2nd place in the most used platform, just beside IOS devices. Winner of the “Army of One” NBA-App Award in 2018.

Technology: BrightScript, SceneGraph.

Role: Main Developer.

2016

Meditek.

App development for the parents to track their children’s medical history

Technology: Swift, UIKit, Objective C

Role: iOS Developer.

2015

March-September

Purina

Updating multi-Platform-Flash-Based app (iPhone, iPad, Android, AIR) Purina Veterinary Guide.

Technology: Flash

Role: Flash Developer

January

MLS App.

Bug Fixes for MLS iOS App

Technology: Objective-C

Role: iOS Developer

2014

Oct-Dec

BankRate

IOS App for BankRate Insurance company

Technology: Objective C

Role: iOS Developer

2013-2014

Core Performance

Update of the UI client for exercising machines.

Technology: Flash

Role: Lead Developer

Epix

Porting the Epix app from Playstation 3 to Playstation 4, bug fixes and new features.

Technology: Sony Trilithium/ Javascript

Role: Developer

2012

Macy's Beauty Spot

Product enhancements and fixes for Macys Kiosks

Technology: Flash

Role: Developer

2010-2012

HKJC Interactive Betting Table.

Multiuser interactive betting table for Honk Kong Jockey Club

Technology: Flash

Role: Software Architect/ Lead Developer

CableVision Programs on Demand Prototype

Updates for prototyping the setup box for cable vision

Technology: Flash

Role: Developer

Thomson Reuters Eikon

Updates and section addition from Thomson Reuters Eikon multilingual web site

Technology: Flash

Role: Developer

Reliant

Reliant Light mini-site, creation

Technology: Flash

Role: Developer

2009

Jan-June 2009

Schematic Touch Wall, Cannes.

Interactive Multiuser Touch Wall used in Cannes Advertising Festival 2009

Technology: Flash/Flex, TUIO

Role: Software Architect/Platform Lead.

Vevo

Vevo website, in charge of landing page/ carousel

Technology: Flash

Role: Developer

Jan-April

Riot Games, League of Legends

Flash client for setting up the games, chatroom, user profile

Technology: Flex

Role: Developer

Target

Several projects/mini-sites for Target

Technology: Flash

Role: Developer

2008

Dell

Several projects, component creation for the inhouse framework for updating page products for Dell

Technology: Flash

Role: Lead Developer

Logitech

Creation of the Pitch of the new site for Logitech, (We won the account)

Technology: Flex

Role: Developer

2007

CondeNast Flip

Online Flipbook creation

Technology: Flex.

Role: Developer

2006

NBC online video player.

Technology: Flash

Role: Developer

Past Experience

2002-2005

Sapotek de Mexico,

Toluca, Estado de Mexico, Mexico

Position: C.T.O./Flash guru.

Sapotek's main product in a virtual computer which user interface is flash based, where the user has the basic components of a personal computer operating system (email, calendar, directory, instant messaging, chat, hard disk) on a single page/environment

Roles.

- Team leadership.
- Team training,
- Components programming, development. System main interface (desk), programming. System improvement.
- System re-organization.
- PHP programming.
- CVS maintenance
- Database maintenance.

Published Books.

Flash CS3, Php Y Mysql. Contenidos Dinámicos.

ISBN 978-84-415-2398-2

Anaya Multimedia (Spain)

2008.

Flash, Php Y Mysql. Contenidos Dinámicos. Edición 2006.

ISBN 84-415-1934-X

Anaya Multimedia (Spain)

2006.

Co-author: In charge of backend development, database design, dynamic content, static content from dynamic sources, content management system. Using PHP, CSS, PHP Templates (PHPLib), JavaScript, AJAX(SACK).

Flash MX2004 Proyectos Profesionales. (Flash MX2004 Professional Projects) Anaya Multimedia (Spain)

ISBN 84-415-1708-8

2004.

Chapter 7 Building custom flash components.

Flash, PHP y MySQL contenidos dinámicos (FLASH, PHP and MySQL, dynamic contents), Anaya Multimedia (Spain) 2004.

ISBN 84-415-1609-X

2004

Co-author: In charge of backend development, database design, dynamic content, static content from dynamic sources, content management system. Using PHP, CSS.

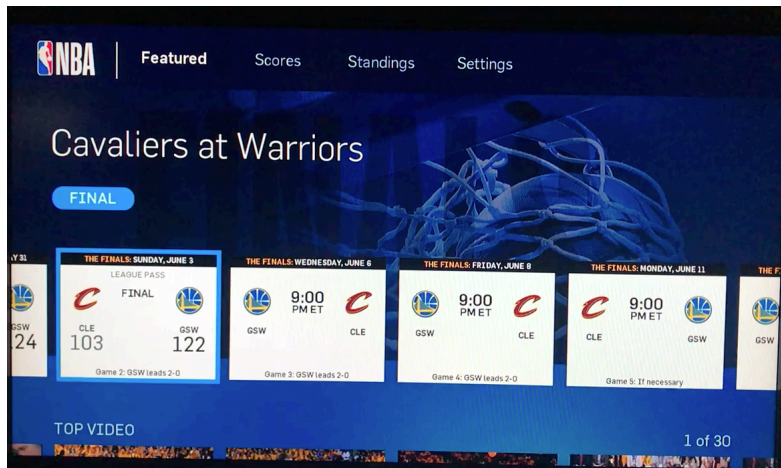
Conferences/Workshops.

2004- Flash for México: ActionScript for non programmers. Teacher. Workshop.

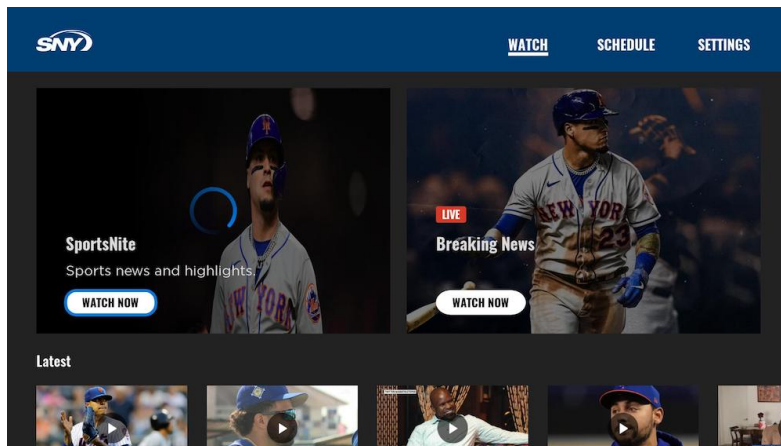
2003- Flash for México: ActionScript for non programmers. Speaker. Conference.

2002 - OFF Barcelona: Dynamic contents with flash. Speaker Conference

Media:



NBA Roku project.



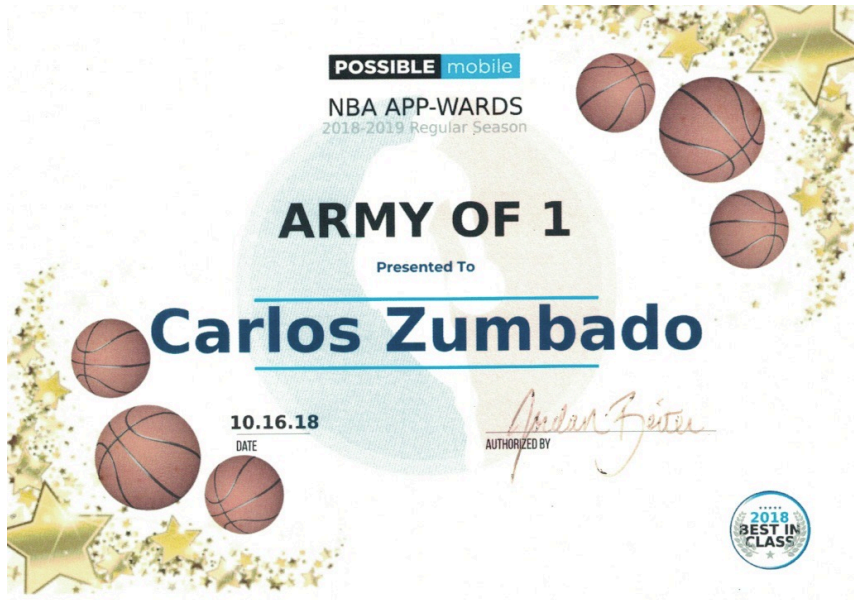
SNY Roku project.



Hong Kong Jockey Club Betting table.



2009 Schematic Interactive Cannes Lions Touch Wall.



Army of 1 award, NBA project, Possible Mobile.