

MICHAEL ROMASZEWICZ

CREATIVE CODER

Work Experience

- 2010 – present **Software Architect**
@radical.media, New York City
Worked with a variety of technologies, producing award-winning cutting-edge work including clients such as American Express, Sprint, Gagosian Gallery, NIKE, Sting, NASA and BMW.
- 2008 – 2010 **Senior Developer**
DraftFCB Healthcare, New York City
Built content-rich B2B applications using flash within various CLM platforms.
- 2007 – 2008 **Freelance Graphic Designer & Developer**
Self, New York City
Took a variety of gigs, building flash websites, doing some branding and web design.

Awards

- 2013 **Silver CLIO Award, Gagosian App**
Lead iOS Developer, built the app framework to handle the massive amounts of content in the app, as well as the majority of features and third party library implementations in it.
- 2012 **Silver Cannes Lion, Gagosian App**
Lead iOS Developer, built the app framework to handle the massive amounts of content in the app, as well as the majority of features and third party library implementations in it.
- 2012 **Silver Cannes Lion, Sting App**
Software Architect, built the framework that allowed for rapid application development for Sting, as well as developing a number of unique features in the app.
- 2009 **RX Club Award of Excellence**
Award for a game "Take Aim at ES." It was debuted at a medical conference in Seattle, and built in flash using the wiiflash library and Away3D.

Contact Information

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Education

BFA in Graphic Design
College of Fine Art,
Boston University

Skills

Mobile App Development
Research and Development
Prototyping
Creative Coding

Platforms & Programs

iOS, Android, Mac, Windows
XCode, Unity3D, Creative Suite
OpenGL ES, cocos2d, cinder,
OpenCV, Away3D
Comfortable in Objective-C,
Java, C, C#, C++

References

Available upon request