



## Flash Developer

**Domain description:** The department designs, develops, tests and operates the online network with over 65,000 daily users.

**Description of the team:** The team is responsible to design, develop and maintain the Flash products of the department.

**Position goals:** The platform is based on flash (pure AS3, Adobe AIR), The position includes system design, development & maintenance of client side components that will communicate with the server side of other gaming systems.

### **Principal Job tasks**

- Module Coding
- Flash AS3 Development
- AIR Technology, extensions, ant builds
- Interact with Creative teams to understand scope of projects
- Engage with Interactive team to define project specifications
- Assess projects to determine time budgets
- Coordinate with Production Management to establish scheduling
- Produce deliverables on time and in budget

### **Required skills**

- ✓ Fluent in ActionScript 3
- ✓ Knowledge with OOP - required.
- ✓ Deep knowledge with action script 3, design patterns
- ✓ Knowledge with Flash CS3 / Flash CS4 IDE / Flash Builder 4.xx, IntelliJIdea
- ✓ Knowledge with Java Script, ASP, HTML, developments.
- ✓ Past experience with gaming development – advantage
- ✓ Able to develop Flash solutions using MVC methodology
- ✓ Understanding of and ability to integrate external interface calls into Flash solutions
- ✓ Able to integrate external data sources (xml, json) into Flash solutions
- ✓ Able to execute file and asset size management strategies
- ✓ Knowledge and understanding of JavaScript
- ✓ A degree in computer science
- ✓ AIR technology –must
- ✓ HTML5 – advantage
- ✓ Starling, Feathers frameworks – advantage

### **Required qualifications**

- ❖ Hard worker



- ❖ Excellent English
- ❖ High level of interpersonal skills.
- ❖ Ability to propose creative solutions (sharp mind)
- ❖ Autodidact