

DENIS R. BURGER, JR.

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QUALIFICATIONS

Software developer and project manager with over 20 years experience building iPhone & iPad apps, business applications and multimedia software. Extremely knowledgeable in the complete software development process including interface design, software engineering, quality assurance and project management.

- Experienced in iPhone and iPad development with published iPhone and iPad apps currently in the app store. Apps include Wingz Earth for iPad, and SmackShot for iPhone.
- Knowledgeable in the iPhone SDK, Apple's Xcode development environment, and Objective C.
- Chief designer of over 30 software products developed for major software and entertainment companies including Disney, Discovery Channel, and Mattel. Principal software user interface designer for nine computer connected smart toy devices developed for Microsoft, Intel and LEGO.

PROFESSIONAL EXPERIENCE

INSANE PLAY, LLC, Designer and Developer

2002 to Current

Manages production and programming for this software development company focused on the development of iPhone and iPad apps. Developer and user interface designer of several original iPhone apps and games. Manages all business operations including business development, contracting, product design, application development.

MUDPUPPY STUDIOS, Founder

1998 to 2001

Founded and managed Mudpuppy Studios, a 25 person educational game development company. Developed and managed business relationships with partner companies in the consumer and entertainment software markets, resulting in over \$10M in development contracts with Intel, Mattel, LEGO and Disney. developed innovative smart toy products in partnership with Intel and LEGO. Managed all financial, legal and contracting responsibilities at Mudpuppy, including all corporate filings, copyrights, patents and trademarks.

IMAGEBUILDER SOFTWARE, Software Engineer and Project Manager

1989-1998

Developed over 30 games and consumer software products for Macintosh, Windows, and UNIX environments. Managed the workflow, scheduling, and staffing of large, multi-disciplined teams of designers, programmers, artists, animators, and musicians creating multimedia software and business graphics packages. Managed the core internal development team responsible for building all strategic technologies, cross-platform graphics engines, and internal processes used by the studio's staff to create multimedia applications.

EDUCATION

BS, Computer Science, Oregon State University, Corvallis, OR

TECHNOLOGIES AND SOFTWARE

Application development using Xcode with Objective C, C++, C, HTML. Other tools used include MS Project, MS Office, Flash, Dreamweaver and other tools that fit the job.