Curriculum Vitae

Michal Fiala

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Education:

Sept 2001 – Sept 2006 Bc in computer networks and systems, Faculty of Informatics and Information Technologies, Slovak University of Technology, Bratislava

Thesis: Design and implementation of system for graphic visualization of pipelining (developed in Flash ActionScript 2.0)
Supervisor: MSc Ján Hudec

Sept 1997 – July 2001 Secondary School of Electrotechnical Engineering, Bratislava, Slovakia

Experience:

Sept 2021 – *now* ***Freelance Phaser3 Developer***

Job description: Phaser3 development of *high quality* web and mobile games: Solitaire 12in1, Belote 3in1, Wheel of Fortune. Responsibilities: Planning & execution: programming, animation, audio mix & edit (all except design). Advanced features: responsive design, multi-lingual (localization), compressed textures, scaling variants, high customization, in-house canvas-based UI system. Web browser support: Firefox, Edge, Chrome, Brave, Safari. Platform support: Windows, macOS, Android, iOS.
Skillset & Toolkit: Phaser 3, Texture Packer, Photoshop, Audacity, Font Forge, Visual Studio, GIT.

Jan 2015 – *Aug 2016* ***R&D: React / NextJS Web Development***

Job description: Research and development of responsive front-end websites using React (CRA) and SEO-friendly static-export NextJS-based solutions. Mostly portfolio-type and promotional projects. Programming (JSX, HTML, CSS, JS, Redux, Webpack, Firebase, styled-components, css-modules, sass, framer-motion).
Skillset: React, Next.js, HTML, CSS, JS, Redux, Webpack, Firebase, framer-motion, styled-components, sass, css-modules.
Links: michalfiala.com

Sept 2016 – Sept 2021 ***R&D: Unity2D***

Job description: Unity 2D research and development. Some of the areas covered: 2D Animation (including FFD), Scriptable Pipelines, Postprocessing, Shaders, Particle Systems, Playables, Scriptable Object framework/workflow, custom frameworks (custom highly-performant TileSystem implementation, highly performant Core MonoBehavior Message replacement model), Serialization, Custom Editors, Persistency, Localization, Addressables, UI/UX, AI (State Machines), zero-Garbage policy, optimization and many others. Ongoing effort is made to build a 'Terraria-clone'-type of game.
Skillset: Unity 2D, Unity 3D, URP, Addressables, Shader Graph, Creature, Behavior Designer, 2D Platformer, Puppet 2D, 2D Experimental, Light2D, TexturePacker/ShoeBox, Photoshop, After Effects, Visual Studio, GIT.

Jan 2015 – *Aug 2016* ***R&D: Unity3D, Bouncing app***

Job description: Unity3D research and development. Unity3D was a framework used as a replacement for the EOL Adobe Flash platform. The result of the Unity3D R&D was a Google Play (Android) app: Bouncing. The product made use of Unity3D Services, such as In-App-Purchases, Unity Ads and Analytics. The product is easily portable to multitude of other

platforms, including to Windows/Mac, iOS and others. Personal skill-set extended to include Maya and Substance tools for 3D development.

Links: https://play.google.com/store/apps/details?id=com.michalfiala.app.Bouncing

Jan 2014 – Jan 2015 ***Flash ActionScript 3.0 Developer, Vision Wolf,*** *Bratislava, Slovakia*

Job description: Front-end ActionScript 3.0 development of custom e-learning solution 'Probator'. This multilingual, animated e-learning course was created by a small team of highly motivated individuals. Its aim: to re-educate prisoners, and help their re-integration back into society. Primary client: Government of the Federal Republic of Germany.

July 2013 – Jan 2014 ***R&D: Suitable 'Adobe Flash' replacement****, personal R&D*

Profession: Experimental research, self-funded

Scope of research: The nearing end-of-life (EOL) for the Flash platform forced me to look for a suitable replacement. None of the available tech solutions at the time provided exactly what I needed, but Unity came really close, while at the same time it provided some excellent features, that Flash was lacking. Some of the alternatives then considered were: Starling, CreateJS, NodeJS. I've learned as much as I could about each in the limited time available, created a full-fledged candidate in every framework, then finally chose Unity as the winner/platform of choice.

Skillset: Starling, CreateJS, Greensock, NodeJS, Dragonbones, Spriter, Spine.

Dec 2012 – July 2013 ***Flash ActionScript 3.0 Developer, Peak Games,*** *Istanbul, Turkey*

Job description: On-site Senior Flash ActionScript 3.0 developer. Front-end development of Social Casino Games for Facebook (multiplayer, synchronous). Client: Peak Games, the fastest growing social games company (world-wide, 2013). Ranks world's 3rd among largest social gaming companies globally (after Zynga and King). Target audience: Emerging markets of Turkey, Middle East and North Africa. 30M active users. Projects that I worked on: Slotolotto, Casino Plus, Okey Plus.

Skillset: Flash, ActionScript, XML, After Effects, GIT, SVN.

Links: peakgames.net (2013)

Apr 2012 – Nov 2012 ***R&D: AIR3 Mobile****, personal R&D*

Job description: Personal research and development of: AIR3 apps and games with the use of Native Extensions (use of native C++), mobile development (Stage3D, Starling, Genome2D, and other frameworks). Using “best practices” in mobile app development, “entity” framework for game development.

Skillset: Flash, ActionScript, XML, FlashDevelop, Flash Builder, AIR, Starling, Genome2D, ASH, Photoshop, Illustrator, TexturePacker, bmfont, ShoeBox, Greensock, Box2DFlashAS3.

Jan 2011 – Apr 2012 ***Flash ActionScript Developer, Chiron Media AS****, Tartu, Estonia*

Job description: Remote front-end ActionScript 3.0 (OOP) development of “How To Find A Job” multilingual e-learning course, available free-of-charge, to provide motivation and guidance to citizens of Estonia in finding a suitable employment opportunity. Financed by the EU.

Skillset: Flash, ActionScript, XML, Audacity, After Effects, FlashDevelop, Greensock, SWFAddress, Photoshop.

Links: c-m.no

May 2010 – Dec 2010 ***Animator, Blue Domes Mitsis Hotels****, Mitsis Hotels Resort, Kos, Greece*

Job description: Animator / Entertainer, Team coordinator / Event organizer, Theatre/Backstage Main, Promo designer. Responsible for English-speaking and German-speaking clients (mini-club, beach, theatre), entertainer, theatre events organizer, promotional designs (theatre posters/exhibitions/promo/identity).

Skillset: *social*, Photoshop, MSOffice.

Feb 2010 – May 2010 ***Flash ActionScript Developer, LOOXEE**, Bratislava, Slovakia*

Job description: On-site front-end Flash ActionScript developer. Creation of flash front-end for a web portal to support global business by allowing user-creation of flash promotional and portfolio websites and ads. International coverage.
Skillset: Flash, ActionScript, XML, FlashDevelop.
Links: looxee.com (2011)

Jan 2008 – Feb 2010 ***Flash ActionScript Developer**, various clients, various countries*

Job description: Remote Flash ActionScript developer. Development of flash e-learning solutions, websites, applications, animations, banners. Programming (ActionScript 1 / 2 / 3 (OOP), HTML, JS, XML), RIA development, vectorization, optimization.
Skillset: Flash, ActionScript, XML, AIR, Zinc, Flex, Photoshop, Illustrator, FlashDevelop.

Jun 2007 – Dec 2007 ***Flash ActionScript Developer,* Chiron Media AS**, Tartu, Estonia

Job description: Remote Flash ActionScript developer. Development of flash e-learning solutions, websites, applications, animations, banners. Programming (ActionScript 1 / 2 / 3 (OOP), HTML, JS, XML), UI/UX, Localization, vectorization, optimization.
Skillset: Flash, ActionScript, Photoshop, Illustrator, FlashDevelop.

Mar 2007 – Jun 2007 ***Flash ActionScript Programmer*, Entity Creative Studio**, Tallinn, Estonia

Job description: On-site Flash ActionScript Programmer. Team lead. Development of custom, flash-based front-end solutions for existing server-side/CMS back-ends (custom e-shops and portfolios), flash applications, animations, banners. Team coordination of designers, front-end and back-end programmers.
Skillset: Flash, ActionScript, Photoshop, Illustrator, FlashDevelop.

Aug 2005 – Mar 2007 ***Freelance Flash ActionScript Developer**, various clients, various countries*

Job description: Remote Flash ActionScript developer. Development of flash websites, standalone applications, e-learning systems, animations, banners. Programming (ActionScript 1 / 2 / 3 (OOP), HTML, JS, XML), vectorization, optimization.
Skillset: Flash, ActionScript, AIR, Zinc, Flex, Photoshop, Illustrator, FlashDevelop.

Feb 2004 – Apr 2004 ***Revision & processing of DB data, IOS Slovakia**, Bratislava, Slovakia*

Jun 2003 – Jul 2003 ***Revision & processing of DB data, IOS Slovakia**, Bratislava, Slovakia*

Software Skills:

Unity 3D	**advanced**
Photoshop	**advanced**
Flash	**expert**
After Effects	**advanced**
Maya	beginner
Substance Painter, Substance Designer	intermediate

Programming Language / Framework Skills:

Unity C#	**advanced**
HTML, CSS	advanced
JSX (React, NextJS)	intermediate
JavaScript, TypeScript	intermediate

ActionScript 1/2/3, XML	**expert**
Stage3D, Starling, CreateJS, NodeJS	intermediate

Language skills:

Slovak:	mother tongue
Czech:	fluent
English:	fluent
German:	intermediate

Areas of interest:

Game/App/WebGL Development in Unity 3D. Also interested in front-end Web development using React (CRA) and Next.js (or other JS frameworks).

Subjects that relate to emerging new technologies (like DOTS, Tiny) - I enjoy learning new things, experimentation, doing performant low-level implementations and optimizations (geeky stuff).

Subjects that relate to increasing collective/individual awareness, knowledge, wisdom (e-learning, humane, motivational/self-awareness courses etc.).