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

Jan 2015 – Aug 2016   **Phaser, Unity and React Dev**
Various clients

Job Description During the past three years I've mastered a new HTML5 game framework for Web Game Development: Phaser, and worked on half a dozen new exciting projects! It all started with a little Piglet. Next came a **12 Solitaire**-esque card games collection, a flashy Wheel O' Fortune casino game with up to a Bitcoin possible value win, and a robust, highly customizable **French Belote** card game with 3+ playable modes built on some fancy tech. All those and more, created in **Phaser**, a game framework with an awesome community, that I had the pleasure to be part of. Additionally, I returned to Unity and created a simple, fun, 40-level physics-based puzzle mobile game Shape Realm. I've also invested some time to update myself on 'everything new React17', and am now working on a new React17 Vite project. The OG portfolio site also received some much needed polish and a content update.

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

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 (latest)

Sept 2016 - *now* R&D: Unity 2D
Personal R&D

Job Description Unity 2D research and development. Some of the areas covered: 2D Animation (including FFD), Scriptable Pipelines, Post Processing, 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
Personal R&D

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

Jan 2014 – Jan 2015 Flash ActionScript 3 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 reintegration 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

Job Description 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 during the limited time available, created a full-fledged candidate in each 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 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 (archive)

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 (archive)

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, theater), entertainer, theater events organizer, promotional designs (theater posters / exhibitions / promo / identity).

Skillset *social*, spoken german, 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 (archive)

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 Developer**
	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	advanced
React	intermediate
Photoshop	advanced
Flash	expert
After Effects	advanced
Maya	beginner
Substance	intermediate

Programming Language / Framework Skills

Phaser 3	expert
Unity C#	advanced
HTML, CSS, JS, TS	advanced
JSX (React, NextJS)	intermediate
ActionScript 1/2/3, XML	expert
Starling, CreateJS, NodeJS	intermediate

Programming Language / Framework Skills

Slovak	fluent
Czech	fluent
English	fluent
German	intermediate

Areas of Interest

App / Web / Desktop game and software development in Phaser, Unity, React, HTML, TS/JS.

I love learning new things, frameworks and best practices. I enjoy tinkering and low-level optimizations, experimentation (geeky stuff), if there is time for it.

I am willing to invest time and energy into understanding things, in search of Truth and Wisdom.