

Martin Anders

Freelance Developer

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I´m a freelance senior developer from Berlin and i like agile development like scrum and challenging projects. Some years ago i switched my main focus on mobile app and website development. Before i was a Flash/Flex developer for many years but Flash is now history.

I´m developing

- Hybrid mobile apps for IOS and Android
- HTML5 Javascript websites and applications
- Mobile websites
- 2D and 3D games for Facebook, IOS an Android
- Video conference applications
- Facebook apps
- Touchscreen applications

Education

- Dipl.-Ing. for Multi-Media-Technik, 1999-2004 Fachhochschule Wismar

Mobile apps and websites

- Advanced JavaScript, creating & improving complex web applications
- Advanced HTML 5, including HTML 5 APIs such as Local Storage & History
- Advanced CSS, including pre-processors like LESS or SASS
- JS Frameworks, Backbone, Sencha Touch, Angular, Google Closure
- JS Libraries, jQuery, Mootools, Underscore
- Interacting with REST API backends via Ajax or WebSockets
- Client-side templates, like Handlebars, Underscore, Closure Templates
- Responsive web design, including usage of Bootstrap and Foundation
- server side JS with Express and MongoDB
- Build tools Grunt, Gulp, Ant
- Automated testing, unit tests like Jasmine & Karma, UI tests with selenium webdriver
- Advanced experience with hybrid apps build with Cordova / Phonegap
- Cordova Plugins for Android und IOS
- nice tweens and animations with CSS and JS
- Play Store and IOS Store experience, IOS certificate hassle
- More than 10 apps released in Play Store and IOS Store
- Native IOS development with Swift (medium knowledge)
- Native Android development with Java (medium knowledge)

Fundamentals

- Version control systems like GIT and SVN
- Agile software development with techniques such as Scrum or Kanban
- Team-based collaboration, including pair programming & code reviews
- Familiar with tools & systems like Jira, Confluence, GitHub
- Continuous integration with jenkins server
- English and German language knowledge
- Eye for good app and code quality
- Comfortable on the command line
- Basic server administration skills
- Backend programming, Ruby on Rails, PHP, Symfony, MySQL, JAVA

Game Development

- 2D and 3D games with Flash or Unity3D
- C#, Javascript
- Mobile games for phones and tablets for iOS and Android
- Facebook integration in mobile games
- Games for facebook

Flash/Flex Development

- 10 years flash development experience
- AS3, Flex, Flash, AIR
- application frameworks for AS3 like PureMVC, Robotlegs, Parsley
- FlashDevelop, Flex Builder, FDT
- Mobile app export for IOS and android
- Stage3D with Starling
- Multitouch applications

Other Stuff

- VVVV
- processing

Companies and clients I worked for

- iconmobile, <http://iconmobile.com>
- Razorfish, <http://razorfish.de>
- zweimaleins, <http://zweimaleins.de>
- saatchi & saatchi, <http://saatchi.de/>
- Scholz&Friends, <http://www.s-f.com>
- Young & Rubicam, <http://young-rubicam.de/>
- Golden Aligator, <http://www.golden-alligator.com/>
- Cornelsen Verlag, <http://www.cornelsen.de>
- Frey Wille, <http://frey-wille.com/>
- Visionate GmbH, <http://www.visionate.com/>
- Ding Dong GmbH, <http://thinkdingdong.com/>
- LN Media GmbH, <http://www.lnmedia.de/>
- Jamba, <http://jamba.de>
- ilove, <http://ilove.de>

Latest Projects

ShareTheMeal

Share your meal and donate money for helping children in africa.

Client: World food programm, iconmobile GmbH

Tech: Hybrid app for IOS and Android build with Sencha Touch and Cordova.

comming in app stores soon...

Planet Art

The UBS Planet Art app is the definitive news-feed reader for the world of contemporary art. The data-driven app offers you a single, simplified point of access to a diverse range of art news and information.

Client: UBS Bank, razorfish GmbH

Tech: IOS App build with HTML technology and google closure framework.

[itunes](#)

ShoppingCompass Telekom

App for local and online product search including a gps price radar feature.

Client: Telekom, code-b GmbH

Tech: Hybrid app for IOS and Android build with Sencha Touch and Cordova.

[Play store](#)

[itunes](#)

BurgerMe

Burger delivery app. Choose your burger, create a menu and submit your order.

Client: simplydelivery GmbH, Inmedia GmbH

Tech: Mobile website and hybrid app for IOS and Android build with Sencha Touch and Cordova.

[Mobile website](#)

[Play store](#)

[itunes](#)

Rocket Reactor

Rocket Reactor is a funny reaction game for up to four players on the same device.

Client: myself

Tech: Mobile game for IOS and Android made with Unity3D.

[Play store](#)

[itunes](#)

Yes You Can

A 3D can knockdown game. Try to knock down as much cans as you can.

Client: myself

Tech: Mobile game for Android made with Unity3D.

[Play store](#)

Graffiti Unlimited

Virtual graffiti game. Make your own graffiti and see it mapped on real trains in real videos.

Client: myself

Tech: A game for web, IOS and Android made with Flash/Flex and Adobe AIR

[Play store](#)

[itunes](#)

Some more examples of my work you can find

[in my blog](#)

Companies and clients I worked for

2005 – present Freelance Web and Application Developer

Many projects for different clients:

Cornelsen Verlag, <http://www.cornelsen.de>
Scholz&Friends, <http://www.s-f.com>
Young & Rubicam, <http://young-rubicam.de/>
Golden Aligator, <http://www.golden-alligator.com/>
Frey Wille, <http://frey-wille.com/>
Shulamit Bruckstein, <http://www.taswir.org>
Visionate GmbH, <http://www.visionate.com/>
Ding Dong GmbH, <http://thinkdingdong.com/>
LN Media GmbH, <http://www.lnmedia.de/>

2006 – 2012

Freelance Web-Developer for Zweimaleins

Zweimaleins GmbH, [http:// www.zweimaleins.de](http://www.zweimaleins.de)

2006 – 2008

Flash-Developer for Planet Daisy

Planet Daisy, <http://www.planetdaisy.de/>

12/2006 - 01/2008

Flash-Developer for Exozet

Exozet GmbH, <http://www.exozet.com>

05/2005 - 12/2007

Web-Developer for Uniset

Uniset Grafik Design GmbH,

<http://www.zweitehand.de>

04/2004 - 04/2005

Flash-Developer for Jamba

iLove / Jamba, <http://www.ilove.de>