



JASON SIFUENTES Lee's Summit, MO - (816)668-5198

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United States Marine Corp Veteran - Eligible to hold a Top Secret Security Clearance

PROFILE:

Experienced and Innovative Interactive Developer with expertise creating solutions in the specialties of multimedia and eLearning with extensive Front End Development experience building and maintaining Adobe Experience Manager solutions derived from Adobe Target experiences. Team focused, self-driven and enthusiastic about learning and adding the latest in creative technology to my skill set.

TOOLS AND TECHNOLOGIES

MULTIMEDIA AUTHORING TOOLS:

- Adobe Captivate
- Articulate Storyline
- Unity 3D & C#
- Adobe Creative Cloud Suite:
 - Photoshop, Illustrator, Animate - (Flash & AS3), After Effects, Premiere, Audition, Acrobat
- 3D Software Tools:
 - 3DS Max, Blender, Nomad
- Microsoft Blend & XAML for Microsoft Pixelsense
- Procreate

FRONTEND FRAMEWORKS:

- Adobe Experience Manager
- Adobe Target
- React (Training)
- Kentico
- Opentext
- One Trust - (Administrator)
- COVEO - (Administrator)

FRONTEND LANGUAGES:

- Javascript
- JQuery
- Java for AEM
- HTML
- Sightly - (HTL)
- JSON
- XML
- CSS
- SASS
- Bootstrap

SDK's & LIBRARIES

- Greensock Animation Platform
- Node Package Manager
- Google Cardboard for Unity
- Oculus SDK's for Quest
- Microsoft HoloLens (1st gen)
- zCore/zView Unity Package

COLLABORATION:

- Azure Dev Ops
- Figma
- JIRA
- Microsoft Teams
- Slack

VERSION CONTROL:

- GitHub (CLI)
- GitHub Desktop
- Subversion (SVN)
- Team Foundation Server(TFS)
- Adobe Bridge

PACKAGING/PUBLISHING:

- HTML5 for Captive/Storyline
- SCORM for Captive/Storyline
- xAPI for Captive/Storyline
- WEBGL for Unity
- Adobe Air (Win, iOS, Android)
- Adobe Media Encoder
- Sorenson Squeeze

WORK EXPERIENCE:

CAE | SHERWOOD, AR (REMOTE) MAY 2023 – JANUARY 2024

SOFTWARE ENGINEER II

Successfully developed Military eLearning Modules for the U.S. Air Force T6 Aircraft Pilot Training Transformation Program using Unity 3D with C#. The project's success hinged on collaborative efforts, involving teamwork with courseware writers, aircraft technical and maneuvering experts, and a team of instructional designers and developers. GIT branches were instrumental in organizing and facilitating seamless asset management across the team during the project's development.

H&R BLOCK| KANSAS CITY, MO AUGUST 2018 – JANUARY 2023

SOFTWARE ENGINEER

Worked closely with marketing, design and QA teams to create and maintain responsive, ADA accessible interactive JavaScript and jQuery end-user tools and webpages. Worked with senior AEM engineers to develop and support Adobe Experience Manager (AEM) Components. Collaborated with marketing, design and QA teams to develop Adobe Target experience recipes for A/B testing and personalized experiences. Administered cookie privacy compliance through the One Trust cookie consent platform across organization domains.

NFOCUS SOLUTIONS | FT. LEAVENWORTH, KS JANUARY 2018 – AUGUST 2018

I.M.I (INTERACTIVE MULTIMEDIA INSTRUCTION) CONTENT DEVELOPER

Created Instructional content and designed Interactive learning tools for the United States military. Used HTML5, Captivate and audio production tools to build content within required military security protocols, format, and Section 508 compliance requirements.

INTOUCH SOLUTIONS | OVERLAND PARK, KS SEPTEMBER 2014 – SEPTEMBER 2017

SENIOR INTERACTIVE DEVELOPER

Wireframe, prototype, and mockup AR/VR/MR, Web, and Multimedia applications for clients in the Pharmaceutical Industry. Developed Award Winning Interactive Multimedia online tools, applications, and engineered user experiences across multiple touchscreen devices focused on the Pharmaceutical Industry. Supported the video production team by aiding in onsite video shoots, editing, postproduction, recording and cut VO sessions. Supplied 360 Imagery footage of offsite shoots for case study purposes.

INTOUCH SOLUTIONS | OVERLAND PARK, KS SEPTEMBER 2010 – SEPTEMBER 2014

FLASH DEVELOPER

Developed Flash solutions for web based interactive multimedia experiences. Developed client banner campaigns according to team created development standards. Developed Adobe AIR based solutions for Multimedia, and Interactive applications for multiple types of client Conference booth solutions across multiple types of interactive devices. Provided support to the Front-end team with basic HTML5 landing pages, and table-based email campaigns.

CUBIC APPLICATIONS | LEAVENWORTH, KS JUNE 2009 – SEPTEMBER 2010

MULTIMEDIA PROGRAMMER/DESIGNER

Lead the Multimedia-based and UX/UI Redesign and development of the Captains Career Course eLearning experience. Implemented to target the education of U.S. Army Captains, in compliance with U. S. Armed Forces eLearning standards and regulations. Supplied training and guidance to support Instructional Design staff to insure the delivery of best-in-class New Media projects.

SPRINT-NEXTEL | OVERLAND PARK, KS JUNE 2007 – MARCH 2009

PERFORMANCE TECHNOLOGIST II

Designed and developed Multimedia-based eLearning solutions for multiple internal audiences. Provided UI/UX development guidance to the Instructional Design staff to ensure the learning goals given to the students were achieved, while using the most current eLearning development tools. Administered internal team testing environments for streaming media on multiple mobile environments.

RR DONNELLEY (CONTRACTOR) | LIBERTY, MO MARCH 2007 – JUNE 2007

MULTIMEDIA DESIGNER / DEVELOPER

Lead the concept, wireframe, prototype, and development for several UI/UX Multimedia-based solutions that were offered and sold to RR Donnelley clients.

VML INC. (CONTRACTOR) | KANSAS CITY, MO OCTOBER 2005 – NOVEMBER 2006

MULTIMEDIA DESIGNER/DEVELOPER

Designed and developed Multimedia-based New Media projects, and client pitching campaigns for industry leading clients, while working on brands such as Microsoft, Accenture, Vanguard, AMC Theatres, Samsung, ConAgra Foods, SunTrust, Young & Rubicam Brands, Hills Pet Nutrition, Pfizer, AT&T, Sprint, Burger King and ASTAR Air Cargo. Utilized ActionScript, and numerous industry leading design and development tools for superior integration into Overflow team-created Multimedia projects and web sites.

SAINT LUKE'S HEALTH SYSTEMS | KANSAS CITY, MO JUNE 2001 – OCTOBER 2005

WEB CONTENT SPECIALIST

Designed, developed, and monitored websites for Saint Luke's Northland, Wright Memorial Hospital, Saint Luke's East Lee's Summit, Hedrick Medical Center, and Saint Luke's Medical Group. Worked with third party vendors to customize multiple patient information tracking systems into a single tool for Physicians to retrieve basic patient information, lab results, x-rays, and transcripts.

EDUCATION:

NATIONAL AMERICAN UNIVERSITY Bachelor's Degree – Computer Information Systems
Kansas City, MO

LEADERSHIP:

UNITED STATES MARINE CORP- 1994 - 2000
Qualified for a Top Secret Security Clearance