

Eliya Selhub

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SUMMARY

Proven creative and technical leader on innovative, award-winning teams. Expert programmer in multiple languages and platforms. Innovative designer in several media, including software, toys, web and print. Animator and illustrator in both digital and traditional media.

WORK EXPERIENCE

Technical Producer, MTV Networks

2010-Present

Manage MTVN Social Games API, which enables achievements, high scores, virtual goods and social features for games on AddictingGames.com, Shockwave.com and Nick.com, and the AddictingGames Facebook application.

- Responsible for API feature planning, developer support, sample code and documentation.
- Facilitate communication between management, content, engineering, and external developers.
- Design and produce online games for AddictingGames
- Develop games for mobile platforms (iOS, Android)

Founder & Creative Director, Garbanzo Game Studios

2008-2010

Founded a small service studio specializing in Flash game development.

- *CrowdStar, Inc.* - Lead front-end developer for the Facebook games *Happy Aquarium* and *Happy Pets*, which grew to a combined audience of over 9 million daily active users.
- *Random House Kids* - Created a series of web games based on popular children's books.
- *Electronic Arts/Maxis* - Recreated sections of the popular *Spore Creatures DS* game in Flash.
- *Euro-RSCG* - Created a web game based on the movie *The Spirit*.

Freelance Multimedia Developer

2006-2008

- *Orange Design* - Developed games for the Leapster, a handheld game system.
- *Apple* - Developed a series of Flash modules for publishing iTunes playlists to the web.

Senior Interactive Developer, Kadium

2005-2006

Flash engineer for a web marketing firm. Chief architect and developer of marketing, entertainment and informational Flash microsites and highly-interactive rich media advertisements.

Leapster Technical Lead, LeapFrog Enterprises, Inc.

2003-2005

Lead developer of educational games for the Leapster, a handheld game system.

- Developed award-winning games in embedded Flash ActionScript and C++.
- Developed core functionality and shared code libraries.
- Planned and managed development schedules and processes to meet deadlines and expectations.

Freelance Multimedia Developer

2001-2003

- *Discreet Logic, Inc.* - Designed brand identity for Plasma, a 3D software tool for web designers. Created promotional materials, including packaging, CD-ROMs, tutorials, and sales presentations.
- *ASK Learning, Inc.* - Working in Flash and ColdFusion, developed online interactive training courses for corporate clients, including Cisco, Hewlett-Packard and Shell.

Senior Multimedia Producer, Macromedia, Inc.

1999-2001

- Conceived, designed and programmed multimedia presentations, cross-platform CD-ROMs, interactive online ads, games, sample content, splash screens and animations.
- Worked closely with the Director development team on the 3D capabilities of Director 8.5.

EDUCATION

Tufts University & School of the Museum of Fine Arts, Boston 1998

BA in Philosophy with Studio Art Minor