Mike Drebenstedt

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Senior Interactive Developer with over 15 years experience in programming, development, and graphic design with a passion for coding and designing complex applications, the drive and ability to execute challenging projects from inception to completion, strong written and oral communication and project management skills and experience working directly with clients in higher education, government and the private sector.

Skills Summary

- PHP 5
- JavaScript
- jQuery
- CSS
- HTML5
- Flash
- MongoDB
- MySQL
- Zend

- Apache
- Linux (Debian/Ubuntu)
- SVN
- XML
- Adobe Photoshop
- Adobe Illustrator
- Construct 2
- SOAP
- Angular

Work Experience

2008 - Present

Lead Developer
C3 Softworks Inc. – Minneapolis, MN

Led development and design of applications marketed to classroom and eLearning trainers.

Products developed at C3 SoftWorks:

C3 Cloud, a web-based authoring tool that allows users to create and host training games for use in their classrooms and online courses. Features a user management and score reporting system. This SaaS application is now part of the training curriculum at AT&T, IBM, University of Oregon, and Boeing.
Built with PHP, MongoDB, Jquery, XML, Java, HTML5, & Flash.

C3 Ping, a 'virtual' response system that allows audience members to interact with a presentation using their PC or mobile device. Ping communicates with other C3 products via a SOAP webservice. Built with jQuery & Flash.

BRAVO! Desktop software that publishes customized training games as Flash or HTML5 for 'blended learning'. BRAVO games can integrate with Turning Technologies response cards for classroom training or can be imported into a SCORM LMS and used as an eLearning module. Built using Flash, Java, XML, SOAP, & SCORM.

2013 - 2014	Coded and designed [Brandon Must Die!](#) An HTML5 'indie game'. Available on Win/Mac/Linux platforms, published as a Chrome node-webkit app. A featured game on indiegamestand.com over 4 days selling over 1200 copies.
1998 - 2008	**Senior Interactive Developer** Accompany Software – Bloomington, MN http://www.accompany.com/portfolio.asp Developed programming and design for online training, content management applications, sales & marketing tools, and interactive games for high-profile clients including Nike, 3M, and Agilent Technologies. Led project initiatives from concept through final delivery and oversaw project management, client relations; wrote budgets and proposals; researched new technologies and conceptualized innovative utilization of interactive technology. Provided mentoring to junior-level staff and consultation to clients.

Accomplishments Include:
- Developed 'Virtual Samples' Flash marketing tools for 3M. 3M now has over 25 Virtual Samples for various products.
- Created 3M's 'CD Binder' application – dynamic file organization software allowing users to save, run, copy, email product files and create hard drive folder structures from a CD-ROM.

Education	**1995-1997** – **School of Communication Arts** – St. Louis Park, MN Associate's of Applied Science Degree – Multimedia/Graphic Design
References	**Dominic M. Hanzely** Developer at U of M 612-791-7242 **Craig Antolick** Developer at LifeTime Fitness 612-207-8827 **Steve Lee** Producer at Allen Interactions 303-249-7683