



## Curriculum vitae - Basic Info

### Personal Information

<b>FIRST NAME / SURNAME</b>	<b>Vinnie Vivace</b>
<b>ADDRESS</b>	14/332 Great North Road Grey Lynn Auckland Aotearoa New Zealand
<b>MOBILE</b>	+64 21 648 638
<b>EMAIL</b>	<a href="mailto:vinnie@vivace.co.nz">vinnie@vivace.co.nz</a>
<b>SKYPE</b>	vinnie_vivace
<b>WEBSITE</b>	<a href="http://vinnie.vivace.nz">http://vinnie.vivace.nz</a>
<b>NATIONALITY</b>	Kiwi
<b>DATE OF BIRTH</b>	14.07.1973
<b>EMPLOYMENT</b>	Self Employed since 2000 Director of Vivace Interactive Limited.

### Profession Skills

<b>MOBILE APP DEV</b>	Cross Platform mobile app development, specialising in Xamarin and Xamarin Forms. Also experienced with Adobe AIR for Mobile (Flash).
<b>BACKEND / API DEV</b>	C# Developer specialising in Microsofts Azure cloud services, providing fast, efficient, secure, scalable backend solutions for mobile/web/desktop applications.
<b>3D</b>	Unity3D Developer.
<b>WEB</b>	Dynamic web application developer, using HTML / Javascript to interface with cloud based APIs etc. Also Wordpress installation, setup, customisation and theming.



## *Curriculum vitae - Personal Statement*

### **Personal Statement**

Zylah and Enzo (my small people), Whisky, Chocolate, Sunday Roasts, Surfing, NZ Bush, Music and Movies - all things I am passionate about.

Something else I am passionate about is Technology. I have had the absolute good fortune to work in this industry since 2000.

I have worked with some of New Zealand's most talented, creative, inspiring and driven individuals.

When someone asks what I do for a job I love telling them I am a Game and Software Developer. I then smile and tell them I am "paid to play, paid to make cool shit".

I love the fact that in this game, things are always changing. You have to love change, you have to love to learn. It keeps you enthused and informed. And its always just the tip of the iceberg. Todays cutting edge is tomorrows "when I was a boy" story.

Combine this passion with many years experience, a wide network of NZ's most talented IT professionals, endless motivation, great communication and self management skills and I can proudly state that I am pretty good at what I do.

Chur.



### Technical Skill set

#### MOBILE APP DEV

- Xamarin / Xamarin Forms
- C# / .Net
- Android / iOS / Windows Mobile
- JSON / XML
- SQLite
- Microsoft Azure Services
- UI Design
- Adobe Air for Mobile
- Flash / Flex / AIR
- Actionscript / MXML

#### BACKEND / API DEV

- Microsoft Azure Services
- C# / .Net
- Javascript
- Wb / App API
- OWIN Identity / Authentication
- Application Insights
- MS-SQL / MySQL
- JSON / XML
- Entity Framework
- Blob / Table Storage
- Push Notification Hub
- Swagger Framework
- Microsoft Oxford
- LUIS (Language Understanding Intelligence System)

#### 3D

- Unity 3D
- Adobe Flash
- C# / .Net
- Actionscript

#### WEB

HTML / CSS  
Javascript  
Angular / JQuery  
Wordpress



## *Curriculum vitae - Work History 2016*

### Work History

<b>DATE</b>	<b>2016</b>
<b>PROJECT / CLIENT</b>	<b>Reps App / Personal Project</b>
<b>ROLE</b>	<b>Lead Developer / Designer / Entrepreneur</b>
<b>DESCRIPTION</b>	Reps is a strength workout logging and analysis tool that provides users with a way to track their progress at the gym. Response to an early alpha build has been promising and I am currently working on a beta version to distribute to a group of test users.
<b>DATE</b>	<b>June 2016</b>
<b>PROJECT / CLIENT</b>	<b>GTM.Works</b>
<b>ROLE</b>	<b>Lead Developer / UI Designer</b>
<b>DESCRIPTION</b>	GTM.Works build, distribute and maintain high quality LCD panels, ranging from standard sized panels used in-store, right up to huge, outdoor billboards. I was tasked with building an initial prototype monitoring system to monitor and report on the health of the LCD panels. The prototype hardware was build using an Arduino microprocessor, the monitoring system as an iOS app.
<b>DATE</b>	<b>2015 - 2016</b>
<b>PROJECT / CLIENT</b>	<b>PagePig / Graphic Detail</b>
<b>ROLE</b>	<b>Lead Developer / UI Designer</b>
<b>DESCRIPTION</b>	PagePig is a tool that generates searchable, digital versions of print publications. This project involved designing and building an OSX desktop app that implements PDF extraction, an Azure hosted API and a mobile and browser based app for viewing the publications.



## *Curriculum vitae - Work History 2013 - 2015*

### Work History

<b>DATE</b>	<b>2015</b>
<b>PROJECT / CLIENT</b>	<b>Property Press Mobile App / Graphic Detail</b>
<b>ROLE</b>	<b>Lead Developer / Designer</b>
<b>DESCRIPTION</b>	<p>Property Press is New Zealand's best read Property publication, with a weekly readership of over 800,000.</p> <p>My role involved designing and developing an iOS app that would allow users to view and search all current Property Press publications, and bookmark individual pages</p>
<b>DATE</b>	<b>2014 - 2015</b>
<b>PROJECT / CLIENT</b>	<b>Social Media App / Undisclosed</b>
<b>ROLE</b>	<b>Lead Mobile Developer</b>
<b>DESCRIPTION</b>	<p>NDA prevents me from saying much about this project, other than "its going to be huge!". Ambitious local startup with a fantastic new concept. I was involved for the first 18 months of the journey, responsible for the mobile app development using Xamarin. Look for this to launch in late 2016.</p>
<b>DATE</b>	<b>2013</b>
<b>PROJECT / CLIENT</b>	<b>Temple Run Brave / Rush Digital</b>
<b>ROLE</b>	<b>Developer</b>
<b>DESCRIPTION</b>	<p>Working with the amazingly talented team at Rush Digital I had the privilege of being involved in the early porting of Disney's Temple Run Brave iOS game to the Windows Mobile platform.</p>



## *Curriculum vitae - Work History 2008 - 2012*

### Work History

<b>DATE</b>	<b>2012</b>
<b>PROJECT / CLIENT</b>	<b>Milkbooks.com / Affinity ID</b>
<b>ROLE</b>	<b>Lead Flash Developer</b>
<b>DESCRIPTION</b>	<p>Milkbooks is an online creation tool that allows anyone to create and print their own high quality Photo Book / Albums. Users can upload and edit photos, add text, select from many hi quality layouts and themes, and invite friends and family to collaborate.</p> <p>Built using Adobe Flex.</p>
<b>DATE</b>	<b>2011</b>
<b>PROJECT / CLIENT</b>	<b>3D Design Tool / Undisclosed</b>
<b>ROLE</b>	<b>Lead Flash Developer / Backend Developer</b>
<b>DESCRIPTION</b>	<p>An internal, 3D tool for designing and placing advertising, aimed at the aviation industry. All other details protected by NDA.</p>
<b>DATE</b>	<b>2008 - 2011</b>
<b>PROJECT / CLIENT</b>	<b>Star 86 - BigLittleBang / Test-tube TV</b>
<b>ROLE</b>	<b>Developer</b>
<b>DESCRIPTION</b>	<p>Winner of the inaugural Deloitte Fast 50 Rising Star Award, BigLittleBang (later rebranded Star86) was a 3D online gaming environment focussed on kids and creativity with music. I was the original lead developer, prototyping the concept first using Adobe Flash before porting to Unity3D.</p>



## *Curriculum vitae - Work History 2002 - 2007*

### Work History

<b>DATE</b>	<b>2007</b>
<b>PROJECT / CLIENT</b>	<b>Various / Ogilvy Interactive</b>
<b>ROLE</b>	<b>Flash Contractor</b>
<b>DESCRIPTION</b>	During 2007 I contracted to Ogilvy Interactive on a variety of Flash based projects for clients including Coca Cola, a Telecommunications company and Auckland Zoo.
<b>DATE</b>	<b>2004 - 2007</b>
<b>PROJECT / CLIENT</b>	<b>EVS / iVistra Technology</b>
<b>ROLE</b>	<b>Lead Flash Developer</b>
<b>DESCRIPTION</b>	<p>EVS was a cutting edge, realtime graphic dashboard that integrated GPS data, GIS mapping, and on board sensors with custom business data and logic to provide mission critical data visualisation and analysis. EVS won multiple industry awards.</p> <p>I was the original lead developer this project.</p>
<b>DATE</b>	<b>2002 - 2004</b>
<b>PROJECT / CLIENT</b>	<b>Various / This Way Up</b>
<b>ROLE</b>	<b>Flash Developer</b>
<b>DESCRIPTION</b>	During 2002-04 I was part of a 4 person creative collective, This Way Up. TWU was comprised of some amazingly talented and creative individuals. My role was Flash Developer. We worked with a number of great clients including Neil Finn, SJD and DB Breweries.