

Keith M. Kubarek

Skills

Technical & Development

- Web Development (10+ years)
- Responsive mobile-first Web Design (6 years)
- Ecommerce (10+ years)
- PHP (10+ years)
- HTML, CSS, Javascript (10+ years)
- XML, JSON (6 years)
- VBScript (5 years)
- Ajax, REST (5 years)
- Coldfusion (6 years)
- APIs (6 years)
- Hype 4
- Relational Databases (10+ years)
- MS Access (5 years)
- SQL (10+ years), MySQL (10+ years), SQLite (7 years)
- Joomla (10+ years)
- Commonsport CMS (6 years)
- Wordpress (4 years)
- Drupal (2 years)
- Application Development (10+ years)
- Solar2d (Corona SDK) (7 years)
- iOS & Android Development (7+ years)
- Objective C (5 years)
- C# (2 years)
- Lua (7 years)
- Unity (2 years)
- Python (1 year)
- XCode (7 years)
- Visual Studio (2 years)
- Google Cloud Platform (1 year)

Art & Design

- Graphic Design (10+ years)
- Photoshop (10+ years)

- Photography (10+ years)
- 2D animation (5 years)
- UI / UX (10+ years)
- Procreate (4 years)
- Boxy SVG (3 years)

Game Design & Development

- Tiled (4 years)
- Photoshop
- 2D animation (5 years)
- Audio editing and integration (5 years)
- Solar2d (Corona SDK) (7 years)
- iOS & Android Development (7+ years)
- Objective C (5 years)
- C# (2 years)
- Lua (7 years)
- Unity (2 years)
- XCode (7 years)
- Visual Studio (2 years)
- Game production via The Game Crafter
- App Stores management and deployment

Communication, Analysis & Project Management

- Software troubleshooting (10+ years)
- Project Management (10+ years)
- Systems Integration (10+ years)
- Business & Systems Analysis (10+ years)
- System Documentation (10+ years)
- Application flowcharting (10+ years)
- User Documentation (10+ years)
- Entity Relationship Diagram (10+ years)
- Zoom, Skype, email, Slack, Dropbox, Github, Google Drive, Jira
- OmniGraffle (5 years)
- App Stores management and deployment