Adam Charles Miller-Kirk

Based in Portishead, Bristol
Education: M.Sc. / B.Sc. Computer Animation – University of Portsmouth

Introduction

I am an experienced developer with skills in both design and development. My development skills are mostly Front-end however I have a keen interest in developing my skills further in Backend development.

2016 – Current   **Senior Multimedia Design Engineer – Lockheed Martin, Bristol**

- Develop and maintain 2D (graphs and logos), 3D (Models), and interactive (JavaScript) media.
- Create and modify lesson and course documentation by using **HTML5** and **CSS** within the Kenexa LCMS.
- Establish and maintain close working relationships with the client to help produce lessons and content.

My role with Lockheed Martin is primarily to develop media for the Military Flying Training System (MFTS) project. I mainly focus on assets that requires the use of **CreateJS** (**JavaScript**) within **Adobe Animate**. These assets require a clear **UX/UI design** to work effectively. I also use a wide range of the **Adobe Suite** to create **design**, **logos**, **diagrams**, as well as **photo** and **video** edits. Further to this I am provided time to look into areas that could help with future-proofing the development of the project. To this end I have expanded my knowledge in **Bootstrap**, **SASS**, **React** and **Angular**.

For the last year my duties expanded to course and lesson development. I manage this through the use of **HTML5** and **CSS**. However my success with course and lesson development is achieved by dealing directly with the client, having conversations to ensure that I am creating what they require. With the project ending (November 2019) the 100 strong team has been reduced to seven key members. As the only key member with media skills I am trusted to handle all media development across all platforms. My duties have also included the lead on the BFT project for the 510 and 7 series (Fast Jet) courses.

Achievements
Bravo Award, Take a Bow Award, and four Kudos Awards

2013 – 2016   **Lead Media Developer – The Moment, Fareham**

After a year with The Moment I was recognised to have the ability to **lead**. My new role as the Lead Developer required liaising with clients, **managing staff** and developing detailed **client focused synopsis**. I was also expected to coordinate and **lead** weekly multi organisational **management** meetings. In these assemblies I provide detailed reports on progress of targets as specified by previous minutes. To end the meeting I would explain the **strategy** and **goals** for the current week.

As part of my role I was also the lead for seven media developers. I was required to provide **guidance** and **direction** as well as holding **peer reviews** for my colleagues' work. This allowed me to determine whether the developed **quality** met our own internal style and standards before submitting to the client.
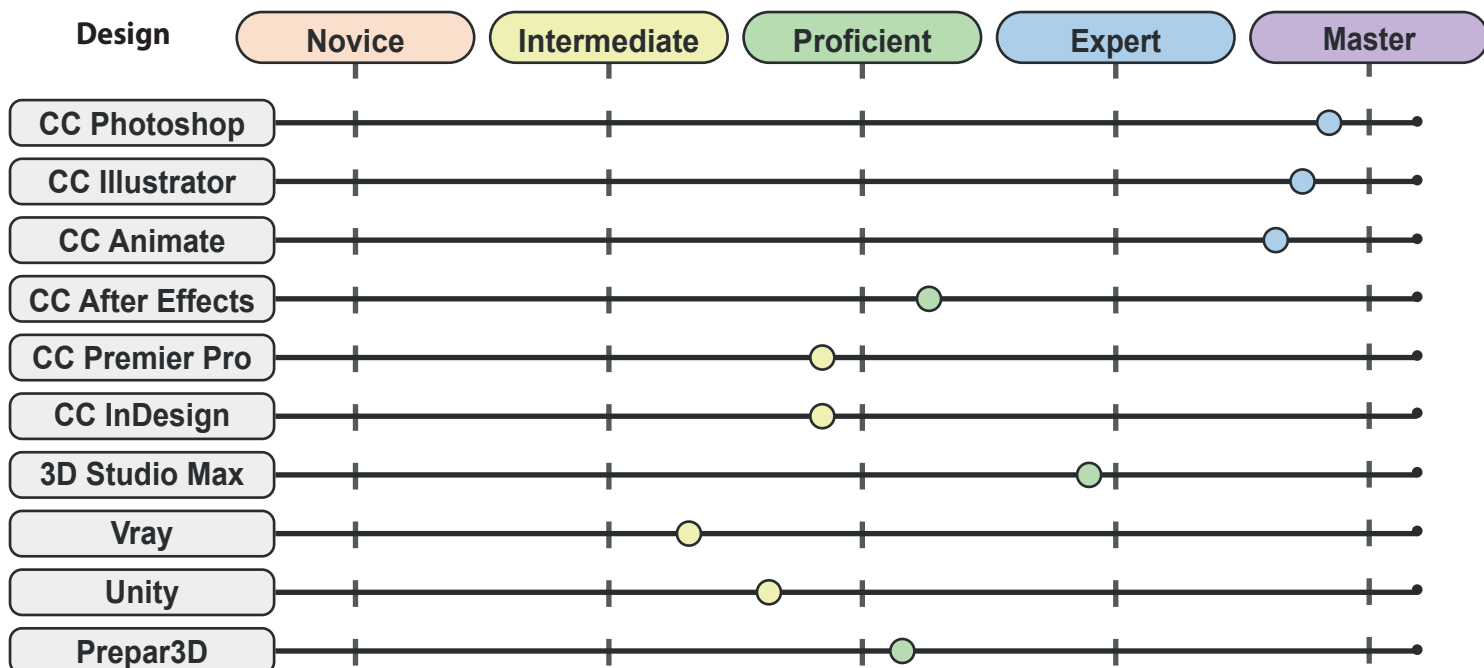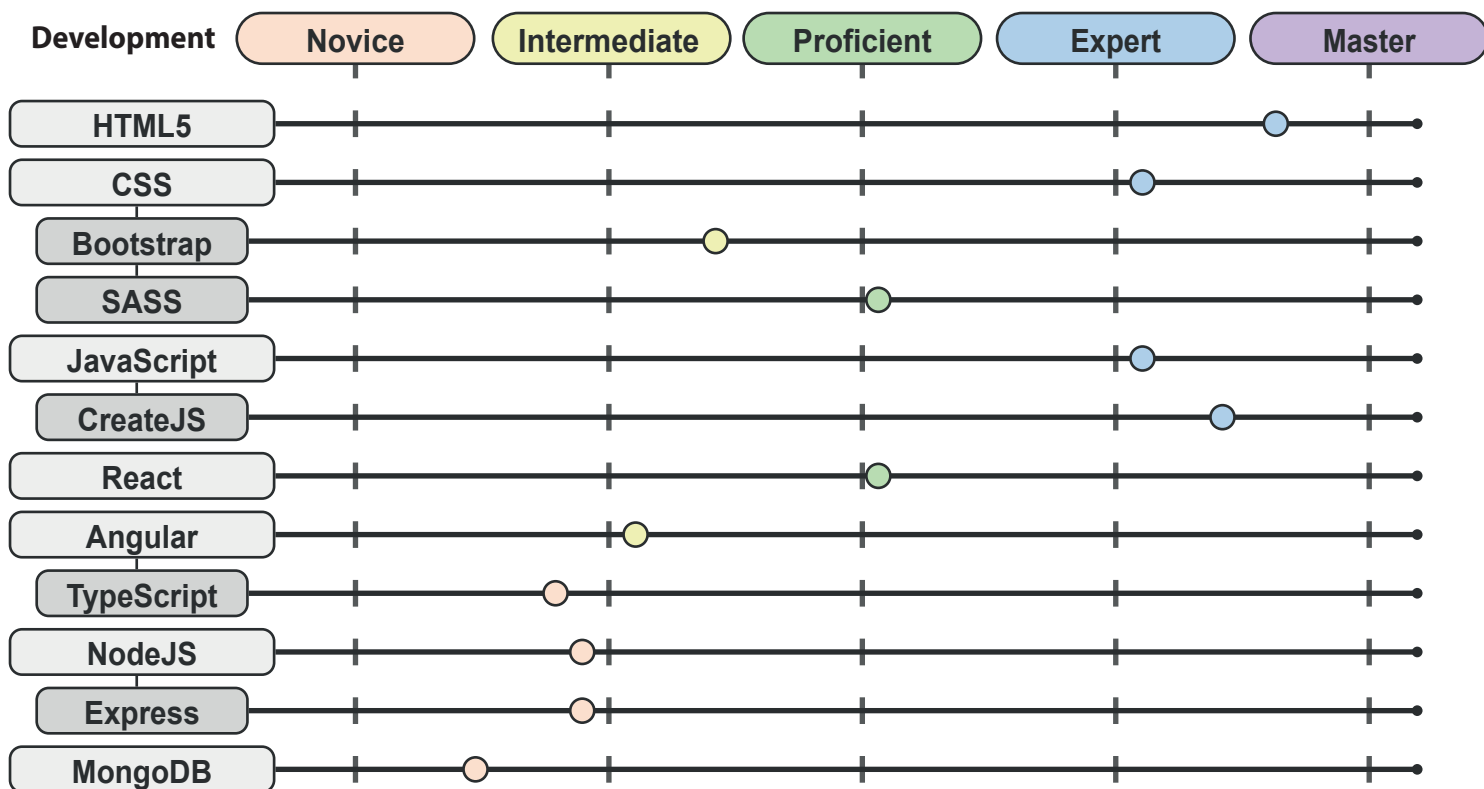

2012 – 2013   **Junior Media Developer – The Moment, Fareham**
I was required to create assets by using the **Adobe Suite, 3D Studio Max** and interactive asset (**ActionScript**).

2009 – 2010   Support Staff – Dark Studios (iphone Games), Gosport
My duties included testing the games, creating debugging reports, and making accessories with **Blender**.

Development

	Novice	Intermediate	Proficient	Expert	Master
HTML5					Expert–Master
CSS				Expert	
Bootstrap		Intermediate			
SASS			Proficient		
JavaScript				Expert	
CreateJS				Expert	
React			Proficient		
Angular		Intermediate			
TypeScript	Novice				
NodeJS	Novice				
Express	Novice				
MongoDB	Novice				

Design

	Novice	Intermediate	Proficient	Expert	Master
CC Photoshop					Master
CC Illustrator					Master
CC Animate					Master
CC After Effects			Proficient		
CC Premier Pro			Proficient		
CC InDesign			Proficient		
3D Studio Max				Expert	
Vray		Intermediate			
Unity		Intermediate			
Prepar3D			Proficient		

Additional Abilities:

- **Lead** a team of seven developers to deliver four projects for the Weapons Engineering course for the QEC.
- Proven track record of meeting strict deadlines and maintaining project management plans.
- **Lead** and present detailed explanations of caseload to co-workers and clients.
- **Organise**, **distribute**, **track** and **deliver** work across a team.
- SC (Security Cleared) for 7 years.
- Full UK clean driving licence.

GITHUB PROFILE:
https://adamckirk.github.io/

REFERENCES:
Available on request