

ADAM CHARLES KIRK

Based in Portishead, Bristol

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2016 – Current

Senior Multimedia Design Engineer – Lockheed Martin, Bristol

- Develop and maintain interactive assets with the use of CreateJS (JavaScript) in Adobe Animate.
- Create and modify course documentation by using HTML5 and CSS within the Kenexa LCMS.
- Establish and maintain good working relationships with Customers, Partners and Suppliers.

My role with Lockheed Martin is to develop media for the Military Flying Training System (MFTS) project. I mainly focus on the media that requires the use of CreateJS within Adobe Animate. My current duties have expanded to course development and maintenance. I manage this through the use of HTML5 and CSS. I am also provided time to look into areas that could help with the development of the project. To this end I have expanded my knowledge in Bootstrap, SASS, and Python.

2013 – 2016

Lead Media Developer – The Moment, Fareham

- Leading and presenting projects to clients and senior members of staff.
- Assigning and tracking colleague assets by assigning deadlines and peer reviews.
- Review and provide constructive criticism if required to maintain style standards of colleagues work.

After a year with The Moment I was recognised to have the ability to lead. This ultimately led to my role changing. My new role as the Lead Developer required liaising with clients, managing staff and developing detailed client focused synopsis.

I was 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. I was also in charge of the delivery of the final course of media which I had to demonstrate to high ranking Royal Navy officers.

As part of my role I was also in charge of a group of media developers. I was relied upon to provide guidance and direction of the development of the media. My duties also included 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

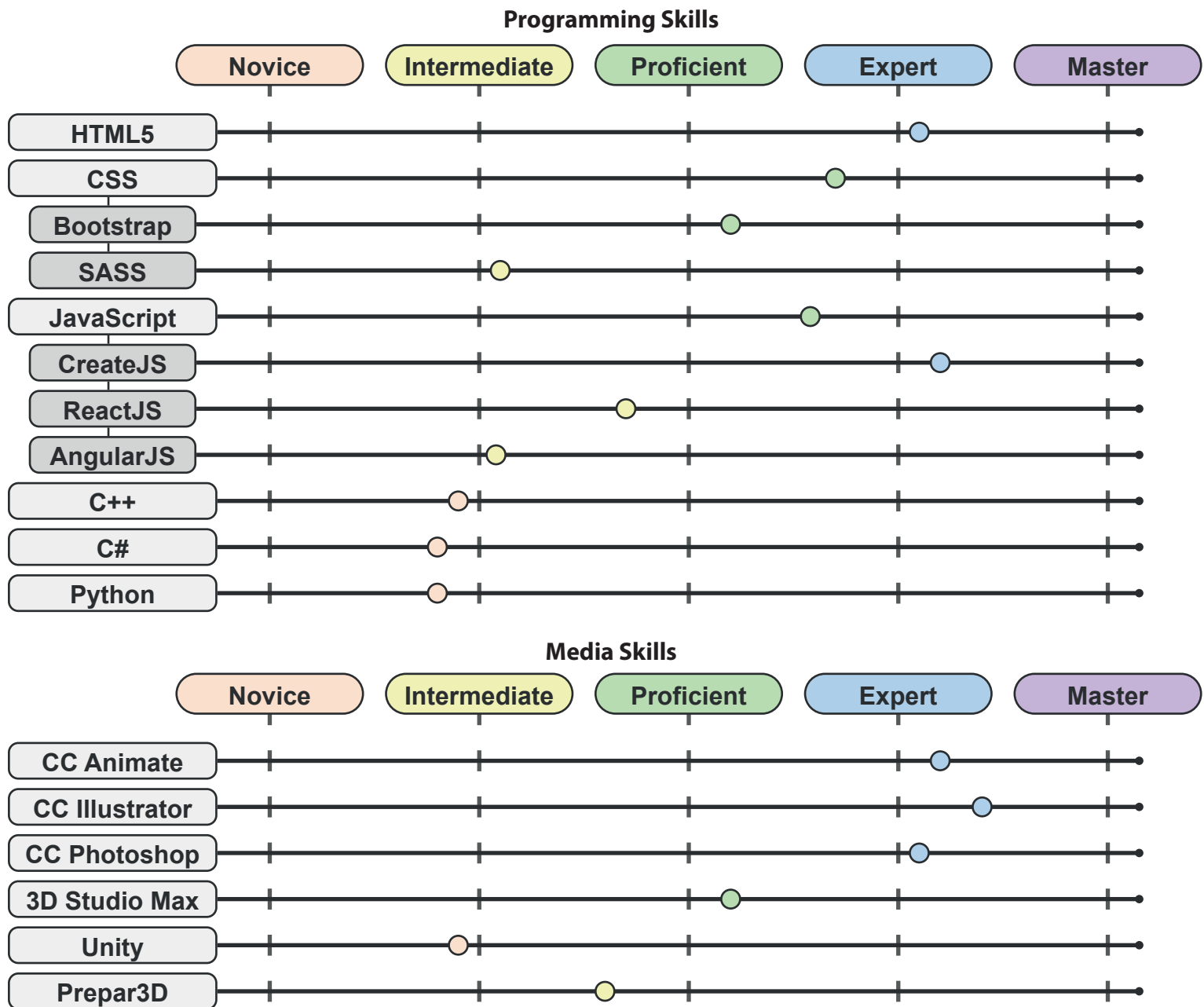
- Creating and editing 3D models
- Designing and manipulating logos, posters, images and photos
- Controlling flash content with created media using ActionScript

My experience working for 'The Moment' consisted of developing confidential projects for the Royal Navy. As a Junior Developer I was in charge of creating multimedia assets. My role mostly required an ability to work across the Adobe Suite as well as develop and alter 3D models. I reported to the manager and liaised with the clients to determine if the developed media met the required synopsis.

MAIN EDUCATION:

M.Sc. Computer Animation – University of Portsmouth (2011 – 2012)

B.Sc. (Hons.) Computer Animation - University of Portsmouth (2008 – 2011)



Additional Abilities:

- Work independently and within a team to produce personal or group projects.
- Accustomed to meeting strict deadlines to maintain project management plans.
- Present work to an audience and lead interviews to explain work to co-workers and clients.
- Organise, distribute, track and deliver work across a group of colleagues.
- SC (Security Cleared) for 7 years.
- Full UK Clean Driving Licence.

REFERENCES: Available on request