

ADAM CHARLES KIRK

Based in Portishead, Bristol

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Education: M.Sc. / B.Sc. Computer Animation – University of Portsmouth

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 close working relationships with the Instructors to help produce lessons.

My role with Lockheed Martin is 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 are usually referred to as complex media. Complex assets require code to achieve some interaction and the developer needs to create a clear **UX/UI design** to work effectively.

I also focus on any video editing assets by using **Adobe After Effects**. A main example of this is the 26 assets that showed ground marshalling in action. 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**.

Achievements

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

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.

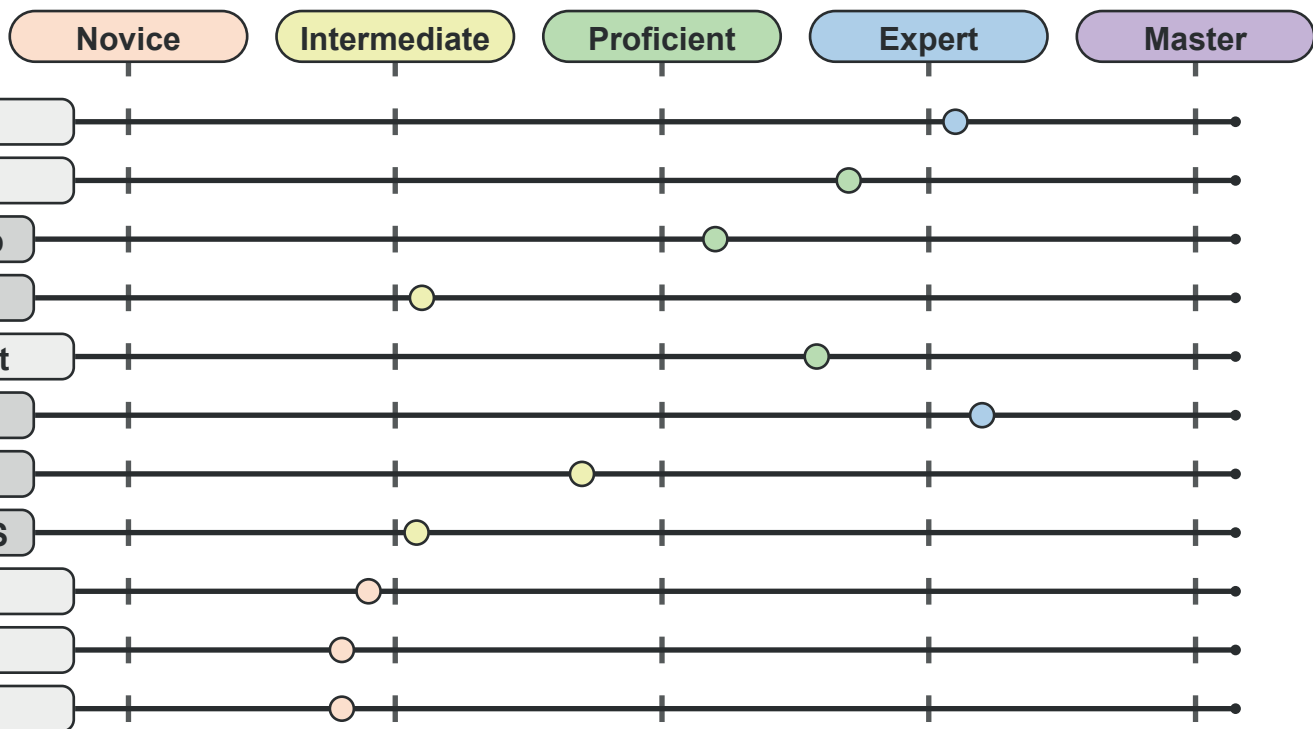
2012 – 2013

Junior Media Developer – The Moment, Fareham

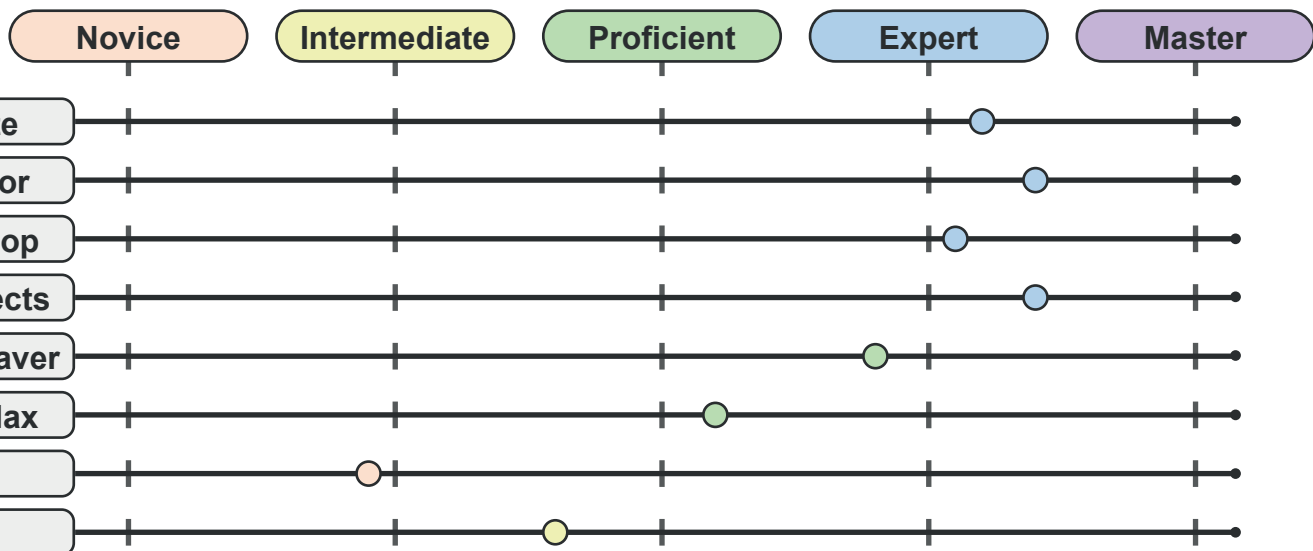
- Creating and editing 3D models.
- Designing and manipulating logos, posters, images and photos.
- Controlling flash content with created media using ActionScript.

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.

Programming Skills



Media Skills



Additional Abilities:

- Lead a team of six 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