

curriculum vitae

carmen ng

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profile

My BA degree in Visual Media helped me gain a strong understanding of visual communication and a fluency in the Adobe Creative Suite and Final Cut. My MSc then allowed me to combine my design background with game design and development where I worked on a number of projects.

Having developed strong analytical and problem solving skills during the courses, I am able to self manage well, work under pressure and meet deadlines. I am eager to continue learning new skills and gaining more experience and I am always striving for self improvement, whether it be professionally and personally.

education

2009 - 2012

BA (Hons) in Journalism and Visual Media

Griffith College Dublin, 1st Class Honours
Specialised in Visual Media.

2013 - 2015

MSc in Creative Digital Media

Dublin Institute of Technology, 1st Class Honours
Specialised in Digital Games.

experience

2009 - Present

Visual Media Projects (Final Cut & Adobe Suite)

Animator, Editor, Photographer, Web & Graphic Designer

Completed a number of visual media projects including: Game trailers, a documentary, websites, brands and a photographic exhibition.

Feb '14 - Jan '15

'This Time Around' (Interactive Fiction Game)

Game Designer, Writer and Programmer

Designed, wrote, developed and completed an interactive fiction game in Unity3D. This also included:

- Testing with the use of test surveys and game analytics
- Writing a full report detailing the gamedev process
- Marketing and promoting the game

Sep '14 - Nov '14

'Pigeon Invasion' (Casual iOS Game Release)

Game Programmer and Producer

Developed a game in Gamesalad in a team of three. My tasks included:

- All GameSalad implementation (mechanics, art, sound)
- Assigning tasks to keep team on schedule

skills



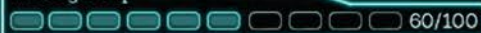
Photoshop Exp



Illustrator Exp



InDesign Exp



Adobe Premiere Exp



After Effects Exp



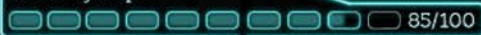
Final Cut Exp



NetBeans Exp



Audacity Exp



GameSalad Exp



Unity Exp



languages



HTML



Javascript



English



CSS



C# (Unity)



Cantonese