

Profile

During the course of my BA degree, I gained 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.

Skills

Software

Photoshop
Illustrator
InDesign
Dreamweaver
Adobe Premiere
After Effects
Final Cut
Audacity
Netbeans
GameSalad
Unity3D

Programming

HTML
CSS
Javascript
C# (Unity)

Languages

Fluent

English
Cantonese

Interests

Bass
Painting
Technology
Games
GameDev
Video Production

Having developed strong analytical and problem solving skills during the courses, I have the ability to self manage, work well under pressure and meet deadlines. I am eager to learn new skills and gain more experience in various areas and I am always striving for self improvement, both professionally and personally.

Education

2009 - BA (Hons) in Journalism and Visual Media

2012 1st Class Honours, Griffith College Dublin

Specialised in Visual Media.

2013 - MSc in Creative Digital Media

2015 1st Class Honours, Dublin Institute of Technology

Specialised in Digital Games.

Experience (Degree Coursework)

2009 - Visual Media Projects (Final Cut & Adobe Creative Suite)

Present Animator, Videographer, Photographer, Web & Graphic Designer

Completed a number of visual media projects including: game trailers a documentary, websites, business cards and a photographic exhibition. All projects can be found on my portfolio site.

Feb '14 - 'This Time Around' (Exploration Game)

Jan '15 Game Designer, Writer and Programmer

Designed, wrote, developed and completed an interactive fiction game in Unity3D. Tasks for the project also included:

- Extensive research on the state of the art and user needs
- Designing and editing audio work for the game
- Testing the through tester surveys and game analytics
- Running the game's social media to recruit testers
- Writing a full report to document the development process
- Promote the game and create the trailer for the game

Sep '14 - 'Pigeon Invasion' (iOS Game Release)

Nov '14 Game Programmer and Producer

Developed a game using Gamesalad in a team of three where I was the programmer and producer. I was in charge of:

- Implementing the game mechanics
- Importing and implementing the audio and art work from the team
- Managing the tasks and schedule to keep team on track