

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

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. A MSc in Creative Digital Media then allowed me to combine my design background with game design and development where I was able to create a number of games. Having developed strong analytical and problem solving skills during the courses, I have the ability to 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 - 2012 First Class BA (Hons) in Journalism and Visual Media

Griffith College Dublin

Specialised in Visual Media. Modules included: Media Studies, Video Production, Layout and Graphic Design, Web Design, and various Photography modules.

2013 - 2015 Masters in Creative Digital Media

Dublin Institute of Technology

Specialised in Digital Games. Modules included: Digital Media Technologies, Ludology, Game Engines and Game Mechanics and Environmental Design.

Experience (Degree Coursework)

Feb '14 -

Jan '15

'This Time Around' (Interactive Fiction Exploration Game)

Game Designer, Writer and Programmer

Completed an interactive fiction game as part of a solo MSc final project. Work on the project included:

- Game design for mechanics and aesthetics (Photoshop)
- Writing the narrative that set the game structure (Twine)
- Developing and coding the game (Unity C#)
- Designing and editing the sound for the project (Audacity)
- Testing with the use of tester surveys and game analytics
- Writing a full report detailing the process of game development
- Creating a trailer for the project (Final Cut and After Effects)
- Marketing the game on social media (Facebook and Twitter)

Sep '14 -

Nov '14

'Pigeon Invasion' (iOS Game Release)

Game Programmer and Producer

Developed and released an iOS game for the App Store. The game was developed in GameSalad in a team of three. My job included:

- All GameSalad work including implementing game mechanics & importing the art and audio work from the team into the game
- Co-ordinating and assigning tasks to keep the team on schedule