

Iain Skaggs

Game Designer & Programmer

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A recent MSc graduate with distinction, Iain is an agile game developer and programmer with a multidisciplinary background and an adaptable skillset. Iain prides himself for being enthusiastic, well-organised, and highly motivated in his work and is pro-actively seeking opportunities to apply his skills in programming and design toward developing meaningful new applications and interactive experiences for productivity, entertainment, or educational applications. Iain is highly self-motivated to constantly expand and improve his skills and abilities with different programming languages, systems, and game engines. Iain is passionate about modern innovations in technology and software, and eager to work in an environment that shares his passion and drive for excellence.

Core Skills

- **Programming** - Programming for 2D and 3D interactive applications, proficient in C#, Java, and JavaScript, 2+ years of experience using the Unity game engine, can develop working comprehension of new concepts and methods quickly, pro-actively motivated toward self-improvement and learning new or more efficient techniques.
- **Virtual & Augmented Reality** – Knowledgeable of and invested in current trends, avid interest in technological developments, early adopter of consumer VR, practical experience in developing for dedicated VR devices and for mobile-based VR and AR, experienced in developing a prototype into a complete product.
- **Project Management** – Organised, detail-oriented, strong team player, highly self-motivated to set milestones and meet deadlines, diligent in formulating and adhering to a design process, reliable and transparent work ethic, confident and responsible communicator, user experience core to design considerations.

Game Design & Project Development Experience

MSc, Serious Games & Virtual Reality | Glasgow School of Art

(September 2018 – September 2019)

Achievements:

- Pitched, designed, and developed games of various gameplay genres for PC, mobile, and VR platforms, working both as a solo developer and at the head of multi-disciplinary teams composed of artists, UX designers, animators and/or sound designers, using Scrum.
- Gained practical experience developing applications for current-generation VR (e.g. Oculus Rift, HTC Vive), mobile VR (e.g. GearVR, Google Cardboard), and AR (Vuforia, ARCore) using Unity.
- Completed a Master's dissertation project through which a serious game was successfully developed to support the instruction of Scottish Gaelic grammar for adult Gaelic learners in Glasgow.
- Six complete game projects developed in total over the course of the degree programme, using the Unity game engine and programming in C# with Microsoft Visual Studio.

LearnGaelic Project Assistant, MG ALBA | Glasgow, UK

(November 2018 – Present)

Achievements and responsibilities:

- Front-end web development of new tools and webpages for LearnGaelic.scot, using HTML, CSS, and JavaScript + jQuery, and SVN for version control.
- General website maintenance and version control using Apache Tomcat and Beanstalk, and some database management with SQL.
- Technical authoring of tutorial and workflow documentation for training and compliance, and co-authoring of site-wide technical and editorial style guides.
- Research and development of game-based learning tools/resources for Gaelic.
- Provided regular assistance in various other areas as required, including graphic design, photography, consultation, and copywriting.

Other Work Experience

Senior Library Services Assistant, The Public Library of Cincinnati | Ohio, USA

(June 2016 – August 2018)

Achievements and responsibilities:

- Maintained and provided general assistance with Makerspace equipment (3D and resin printers, laser cutter/engraver, large-format vinyl printer & cutter, photography space, recording studio, and professional software editing PCs).
- Provided direct assistance and information regarding various technology-related requests from patrons.
- Planned and executed software tutoring courses for patrons, e.g. training in Adobe Photoshop and Illustrator.

Special Exhibits Specialist, Cincinnati Museum Centre | Ohio, USA

(May 2017 – October 2017)

Achievements and responsibilities:

- Assisted in setup and teardown of seasonal Special Exhibits.
- Researched exhibit subject material and prepared information packages for volunteers and other staff.
- Oversaw exhibits during open hours, answered questions, and maintained exhibit technology and security.

Education

Glasgow School of Art – MSc, Serious Games & Virtual Reality

(September 2018 – September 2019)

Classification: Distinction

Key Skills & Achievements:

- Planned and executed video game development projects, both as individual and team efforts.
- Game development for desktop, mobile, VR and AR platforms using the Unity game engine.
- High proficiency in programming with C# for game development.
- Research and documentation in game design and immersive technologies.
- Robust comprehension of game design principles for satisfying gameplay, narrative delivery, and flow experience.
- Sponsored by a scholarship from MG ALBA that supported my education while also providing meaningful services to the LearnGaelic web development team through a part-time internship.
- Trained in Agile software development methodology and source/version control using Git.

Cincinnati Christian University – BA, English and Communication Arts

(August 2013 – May 2017)

GPA: 3.95

Honours:

Magna Cum Laude | English Award | Dean's List
Delta Aleph Tau and Golden Key Honours Societies

Additional Information

I have a keen interest in most forms of storytelling in entertainment media, but I am most attracted to the potential of games as an engaging and immersive medium for memorable and impactful narrative experiences. I do some creative writing of my own in my free time. I am also passionate about Scottish Gaelic and Celtic traditional music, and am an amateur musician, proficient in the clarsach (Celtic harp), tin whistle, and guitar. Creativity is core to my identity, and I bring my hobbies and interests to the table in addition to my skills and experience to develop unique and engaging gameplay experiences.

References

References are available upon request.