

Technical Skills

| Programming | 3D | Adobe CC | MS Office | ICT |
|--|---------------------------------|--|----------------------------------|---|
| Java, JavaScript, Unity3D, AIR, HTML5, PHP, Eclipse, XML, ActionScript 2 & 3 | 3D Studio Max, Blender, Unity3D | Photoshop, After Effects, Premiere, Animate, InDesign, Illustrator | Word, Excel, PowerPoint, Outlook | Hardware, Software & Network trouble shooting, Linux, Windows |

Recent Projects

| | NAWSARH CBT | AW169 Distance Learning | Nordian Principles of Flight |
|---------------------------|---|---|---|
| Tasks & skills | <ul style="list-style-type: none"> - Styles and Standards Lead - 3D Studio Max - Java Development - Animate Developer | <ul style="list-style-type: none"> - Defining project workflows - HTML5 - Optimisation for tablet & web delivery | <ul style="list-style-type: none"> - Emulation - Animations - Illustrations for textbook - Optimisation for online delivery |
| | VR Winch Experience | Bids & Marketing Work | Astute Submarine Sonar Trainer |
| Tasks & skills | <ul style="list-style-type: none"> - Hardware testing & selection - Low poly modelling - Unity3D | <ul style="list-style-type: none"> - InDesign & Photoshop - Storyboarding & Mock-ups - Filming (Go Pro & SLR) - Photography | <ul style="list-style-type: none"> - Testing & Debugging - Writing / correcting storyboards - 2D & 3D Graphic creation |

Current and Previous Employment

Software Engineer – BAE Systems (2019 - Current)

Emulation Developer - AgustaWestlands/Leonardo Helicopters – (2009 – Current). Started there as a contractor. I was a permanent member of staff for a number of years and lead a small team of developers building emulations, E Learning, apps and tech demos. I also built in-house tools in Java.

Digital Media Engineer - EN4 Level - Serco Defence & Aerospace – (2007 – 9). I was a permanent employee and was part of the team developing the Navel sonar trainers for the Astute class submarines.

Freelance Developer / Draftsman Contracting – (2005 – 8). I worked for a number of engineering companies as a draftsman. I also advised regarding hardware & software.

2D & 3D Media Developer - Vega Group PLC – (2003 – 4). I contracted with them and helped build Eurofighter Typhoon training using Adobe products, Autodesk 3D Studio MAX and Rhino

Some Examples

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|---|-------------------------|-----------------------------|-----------------------------|------------------------------|
| AW169 Distance Learning | VR Demo | Show Reel 1 | Show Reel 2 | Download ZIP |
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Education

BA Honours Design and Technology King Alfred's University College Winchester 1996 -1999

Visual Arts (Fine Art and Applied Art) City of Bath College

A Levels: Design & Technology, Biology and History St. Laurence Comprehensive School

Languages: English, also learning Italian

References: Available On Request

Interests: Running, Gig Rowing, Programming and app / application development, Photography

More information can be found on: www.linkedin.com/in/geoff-jarvis/