

Junior Web Developer

Kevin Nolan

**Games Designer**

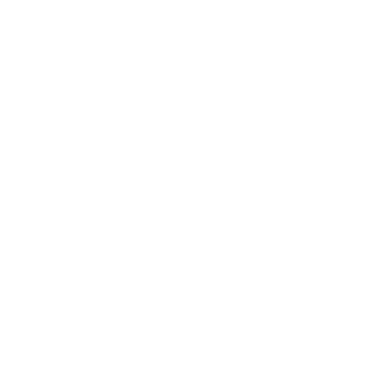
*Dubit* | Sep 2016 *– Oct 2016*

Created design pitches for a variety of children’s games, which were approved and submitted to a major British TV company. Also provided valuable design advice and documentation for an upcoming Video On Demand, game and chat platform.

**Software Engineer**

*Mission Labs* | April 2017 *– May 2017*

Implemented front-end and server-side code to create a fully automated subscription service allowing customers to sign up to the company’s telecommunications products. This involved the application of NodeJS, Express, JQuery ES6 Javascript and a wealth of other current tech in a real-world, user-facing environment.



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EXPERIENCE

**BA (Hons) Business Information Management**

*Leeds Metropolitan University* | 1995 – 1997

**BSC (Hons) Leisure Computer Technology**

*Bolton Institute* | 2000 – 2001

Game coding course. Completed first year only, to qualify for MA

**M.A. Digital Games**

*Liverpool John Moores University* | 2001 - 2002

**Front-End Web Development Certificate**

*Free Code Camp Online Course* | Oct 2016 – Feb 2017

Accumulated knowledge of a wide variety of front-end development tools. Currently progressing through the back-end Certificate course, including server building and deployment via NodeJS.

EDUCATION

SKILLED WITH

C# Heroku

GitHub Sass

MS Office Confluence

Unity 3D Photoshop

Also experienced with open source tools including OpenOffice, GIMP, Inkscape and Audacity.

HTML CSS

Javascript JQuery

NodeJS Express

MongoDB EJS Templates

INTERESTS

PROFILE



A dedicated, enthusiastic M.A. graduate with a love of technology and the Internet who has transitioned from games design to the exciting, ever-evolving sphere of web development. Loves embracing new technologies, devoted to making high quality, engaging websites.

A driver and non-smoker. References for any previous position available on request.



Cycling, Internet, travelling

**Games Designer**

*Rebellion Developments* | 2004 *– 2013*

Carried out a wide variety of key tasks on thirteen published titles including Harmony Isle (iOS), Zombie HQ (iOS), Aliens Vs. Predator (Xbox 360, PS3, PC), PDC World Championship Darts: Pro Tour (Wii, PS3, XBox 360) and Star Wars Battlefront Elite Squadron (PSP).

* Co-designer on Harmony Isle, taking on the responsibility for a wide range of user experience, monetization and retention features. Created the first time user experience, quests and achievements, objects, level progression flow, resources system, shop and more.
* Carried PDC World Championship Darts through to completion as its sole designer
* Created the Aliens Vs. Predator Marine Demo for E3 to very high specification and on time.
* Trusted to undertake some of the most technically complicated parts of any project, such as the atmospheric Jungle and Refinery Marine missions in Aliens Vs. Predator and the final boss battle in Rogue Trooper.

**Owner and Developer**

*Space Hat Games* | 2013 *– 2014*

Formed Space Hat Games as a sole trader company to create Moon Boing (iOS, Android), a unique 3rd-person free roaming platformer. implemented all aspects of Moon Boing including controls, user interface, game progression, level design and user testing. Also carried out a variety of general business tasks such as website creation, community management, bookkeeping and marketing.

**Games Designer**

*HotGen* | *2014 – 2015*

Worked as sole designer or alongside a colleague on several games including To-Fu Fury (iOS and Android) and Jakks Pacific light gun game Star Wars Blaster Strike.

**Games Designer**

*Nordeus (Belgrade)* | *2015 – 2016*

Developed an ambitious, as-yet unannounced free to play world builder title with novel gameplay mechanics. This project passed two internal greenlight tests and has moved on to pre-production.

**Level Designer**

*Climax Studios (Portsmouth)* | 2003 *– 2004*

Designed levels for Serious Sam: Next Encounter (Gamecube) and Sudeki (XBox).

EXPERIENCE