

JAKE HURLEY

FULL STACK DEVELOPER ☎ 027 254 8604

◦ DETAILS ◦

027 254 8604
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◦ LINKS ◦

[GitHub](#)

[LinkedIn](#)

◦ Strengths ◦

Eagerness to Learn.

Quick learner.

Proactive Work Ethic.

Self management Skills.

Agile Methodology.

Team Player.

Communicative with Teams and
Clients.

Confident Speaker.

◦ SKILLS ◦

JavaScript

React Js

Sqlite3

REST/REST APIs

Redux

Adobe Creatve Suite

Node Js

Express.js

HTML5

CSS3

GitHub

Client Communication Skills/
Teamwork

Test Driven Development



PROFILE

I am a 23 year old Full Stack Developer with a background in creative technology and Visual Effects. I put a personal emphasis on adaptability, creative problem solving and being put outside of my comfort zone to learn as much as possible. I am deeply passionate about self improvement and building technology with the same creativity, attention to detail, and quality as the work that led to the success in my previous Career.

A quality I am known for is being able to adapt and gel into any team quickly. The fast changing nature of the Visual Effects Industry as well as dealing with high profile Clients such as Disney and Fox Studios have made me confident with higher pressure environments and being able to work with all kinds of people. I pride myself on being able to take on leadership roles while still supporting those around me with a positive 'can do' approach.

What I seek in the work that I do is exposure to new opportunities to learn and grow as a Developer and as a person. I thrive in environments where learning, collaboration and professional growth is encouraged and have found that teams get the most out of me when I am working in such environments.



EDUCATION

Full Stack Development BootCamp, Enspiral Dev Academy, Auckland

May 2020 — July 2020

Bachelor of Digital Design, Auckland University of Technology, Auckland

February 2015 — November 2017



EMPLOYMENT HISTORY

Student at Enspiral Dev Academy, Auckland

May 2020 — July 2020

- 600+ hours of coding practice in the span of 15 weeks.
- Enspiral Dev Academy provided the opportunity to bridge my technical and creative skills by completing multiple Programming projects such as Games and Web Apps in which these skills were regularly applied.
- I had many opportunities to put my Human Skills into practice by working with a variety of different people while practicing effective conflict resolution and Agile methodology regularly.

Technical Animator on a Disney/Fox Feature Film at MPC, Montreal, Canada

May 2019 — October 2019

- Being one of the largest Studios on the planet, I was working under some of the best in the Industry. I got valuable experience dealing with higher profile clients (Disney and Fox Supervisors) whilst managing my own personal workloads and deadlines with agency.
- Able to analyze code as a means to solve problems in our production pipeline.
- Extensive use of large scale version control using in house software made by the MPC Dev Team.
- This role made me versed in performing complex, high fidelity cloth and fur simulations on Computer Generated Characters.

Digital Design Guest Lecturer at AUT University, Auckland

March 2020

- Required a confident and capable ability to give long technical presentations to a crowd.

- I spoke to 2nd and 3rd Year Students about my experiences as a Graduate entering the Visual Effects Industry and the lessons I have learned from being at some of the bigger Studios I worked at.
- Provided advice for what the Students can do in the present that will assist their future.

Technical Animation Artist at Mill Film Adelaide, Adelaide

October 2019 — January 2020

- Ran polishing passes on all animation as well as running high fidelity cloth and fur simulations.
- Working alongside the software team to create pipeline tools to speed up the production pipeline.
- Joined onto a project that was behind on schedule giving me the opportunity to practice my self management on tighter deadlines whilst maintaining the high standard of work I expect of myself.

Creature FX Artist (Animated Feature Film Teaser) at Studio Local, Auckland

January 2019 — March 2019

- Performed Cloth and Fur Simulations on various characters over a full sequence.
- Provided a range of 3D Technical solutions across the project.

VFX/Environment and Character Dynamics Artist(Animated Feature Film Project) at Huhu Studios, Auckland

May 2017 — November 2018

- Application of various complex environment simulations to emulate natural phenomena.
- Creation of Cloth simulation setups for various characters clothing to be used by other artists for a multitude of various scenes and actions.

Visual Effects Intern at Huhu Studios, Auckland

May 2017 — November 2017

- Working on a feature length Animated Film while still studying.
- Working under a Visual Effects Supervisor to deliver high quality volumetric simulations for a variety of scenes.

Volunteer Lifeguard at Surf Life Saving NZ/Australia, Auckland and Gold Coast

2010 — Present

- Practiced essential Life Saving Skills such as First Aid and Water Rescue.
- Able to assess situations under high pressure and make decisions with urgency and confidence.
- Provided teaching to younger rookie lifeguards during patrols.