

Profile

Enthusiastic, determined and highly self motivated games design graduate seeking to be a part of the design and creation of really awesome video games, as well as further his design skills and knowledge. Technically minded, goal orientated enjoys collaborating with team members as well as the challenges of working alone. Wears a really nifty top hat and drinks a lot of tea.

Summary of Qualifications

- 4 years in professional flash game development.
- Experience in making flash game and web applications.
- Knowledge of Unity/C#/Lua and UDK.
- Software: Adobe Flash, FlashDevelop, Photoshop, Unity 3.5.
- Self published award winning flash game with over 2 million views.
- Games design degree at Vancouver Film School (2008)

Relevant Experience

Development

- Designed and created several games and multimedia content using ActionScript 2.0/3.0
- Created and maintained in house libraries; such as a SoundManger and content packaging systems.
- Broad coding knowledge includes C#, Lua, Unreal Script and some JavaScript.
- Researched and implemented new technology as well as creating new tools to improve pipelines and save time.

Design

- Designed and created games from the ground up for clients including MiniClip and Channel 4 as well as self published work
- Created internal docs and prototypes for new game concepts.
- Vast experience of 2D level design. Designed, tested and improved levels for sprawling 2D tile based games.

Communication

- Can speak to 2D and 3D artists and sound designers without getting confused by their unique terminology.
- Publicly presented to a live studio audience on the games development process and starting out in games development.
- Taken part in several game jam events including Global Game Jam 2009/10/12 and TigJam UK. Making games solo and in small teams in less than 48 hours.

DUNCAN SAUNDERS

Games designer with a nifty hat

07891 996 164

13 Windsor House, Portland Rise Estate, London

duncan@niftyhat.com

Work experience

- 2010-Date **PlayerThree LTD, 301 Black Bull Yard, London**
Games Developer - Created flash games and media applications to client specifications.
- 2009 **Self Employed Flash Developer**
Created the flash game Level Up! for Newgrounds. Gun-fu and Wordie for web games contests.
- 2005 – 2006 **JJBean House of Coffee, Vancouver, BC, Canada**
Barista – Created and served espresso based beverages, worked tills and performed other basic food service duties.

Education

- 2007-2008 **Vancouver Film School, Vancouver, BC, Canada**
Graduated with degree in Video Games Design
72.8/100 final mark.
- 2002 – 2005 **Southdowns College, Waterlooville, England**
Obtained advanced level certificates in post secondary education. Including Computing, Graphics and Psychology. AS levels in Math and Critical Thinking.

Other Achievements

- Golden Joystick nominee in the web games category 2009
- Game of the Year Award. Newgrounds 2010.
- Made some of the best cappuccinos known to man. In fact I gave up my Ninja Barista training to follow my true dream of games development.
- Taught myself how to code in Unreal 2.x in the space of 8 weeks to produce a working prototype in four months to demonstrate to industry professionals

References available upon request.