

Adam Holland – Game Developer

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About

I am a senior game developer with over 13 years experience creating digital content, the last 10 years spent specialising in game development. In this time I have gained a strong set of skills and the ability to adapt to new situations and technology.

For the past 3 years I have been creating games and apps with Unity, prior to that I created games with HTML5/JavaScript and prior to that, I worked extensively with Flash/ActionScript.

Working in great teams and learning from those around me, I have created an array of diverse games ranging from arcade shooters to interactive stories. I love learning new things and solving problems whilst always striving to create a better game experience.

Skills

- 13 years industry experience including 10 years specialisation in game development.
- Strong understanding of Unity and C#.
- Strong understanding of HTML5 (JavaScript) and Flash (ActionScript 3).
- Ability to develop for multiple platforms and resolutions.
- Experience using 3rd party libraries, VR and AR.
- Excellent analytical and problem-solving skills.
- Efficient use of Debugging and Profiling tools.
- External data in JSON/XML formats for game properties/design and translations.
- Design patterns and knowing when to apply them.
- Believer in the KISS (Keep It Simple Stupid) principle.
- Growing experience with Unit Testing and TDD/BDD.
- Version control; Git and SVN.
- Agile development, utilising software such as Trello, Asana, Basecamp, Mantis.
- Strong visual design skills and relevant software skills e.g. Photoshop, TexturePacker, Premiere.
- Strong creative thinking and communication skills.

Experience

Blue-Zoo: Head of Games / Unity Game Developer - August 2015 to Present

I am responsible for creating Blue-Zoo's games and am involved in all aspects of the game development process. Working with key stakeholders, I create the game designs, write the documentation, pitch to clients, produce wireframes and mock-ups, art direction and develop the games.

I am currently working on various childrens educational games and a couple of VR animation/experimental projects all built with Unity.

www.blue-zoo.co.uk

Playerthree: Head of Technology (HTML5/Flash) / Senior Game Developer – March 2009 to August 2015

As Head of Technology (HTML5/Flash) my main responsibilities were that of a senior developer with the addition to leading the development team. Originally the Head of the Flash team, I lead the team's transition to HTML5 through researching best practices and testing numerous code libraries, tools and workflows. This enabled me to choose the best options not only for the development team but the whole

company. After quickly acquiring a firm grasp of Javascript/HTML5 I was able to train up the other team members.

Whilst developing games I was also continually evaluating new technologies and libraries to make sure the team was using the correct tools for the job. I oversaw and maintained the in-house HTML5 code library using Unit Tests (Jasmine/Karma) and liaised with other management regarding technical issues. I also worked on games using Unity including the BBC Wolfblood game for which I built the game infrastructure, the UI and handled the integration with the BBC back-end.

www.playerthree.com

Bloc Media: Interactive Developer - Oct 2005 to March 2009

Working within a team of 20, I developed an array of Flash based websites ranging from product promotional sites to viral sites. I also produced and animated numerous banner ad campaigns and developed several mini-games.

Whilst working at Bloc Media, I developed strong ActionScript skills and improved other software skills such as Photoshop and Premiere to a high standard.

www.blocmedia.com

Fifth Dimension: Interactive Developer - July 2003 to Aug 2004

Working primarily developing interactive CD-Rom's and DVD's, I was involved with various award-winning educational and entertainment titles including the 'Get Into' language series produced for the BBC and the BBC PlayTime CD-Rom. Other roles include design and animation.

<http://www.fifthdimension.com/>

Education

2001 - 2005: BSc (Hons) MediaLab Arts - Plymouth University. Result – 2:1

MediaLab Arts was a hybrid course combining art with technology. During the degree, I worked on all sorts of projects including digital art installations, ai simulations, websites, videos, Bluetooth mobile games.

I was a member of a small team that went on to win the 'Best in Show' at the South West 'Submerge' graduate design awards in Bristol.

1999 - 2001: HND Media Technology - Farnborough Technology College. Result – Distinction

This course gave me a solid grounding in many aspects of digital media, including web development, interactive development, traditional and 3D animation, design, video editing.

1995 - 1999: 3 A 'Levels, 9 GCSE's.

Awards

- Channel 4, Nightmare High: BAFTA Children's Interactive
- Science Museum, Rizk: FWA Public Shortlist
- Coca-Cola, Open the Games: FWA Site of the Day
- ZWok!: D&AD, FWA Site of the Day, Webby, W3Award
- Concretos, In Colour: Webby - Nominee, One Show Interactive Award, Cannes CyberLion - Finalist
- You Who: South West Submerge Graduate Show - Best in Show.
- BBC Get Into: IVCA - Gold Award, Bafta - Nominee.