

Resumé

Adam Searle

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Summary

A passionate Flash Developer, highly experienced with all versions of Actionscript including AS3, with proven expertise in game development and a desire to keep on the technical edge

- Experienced in the latest Actionscript features and paradigms, including Actionscript 3 and Object Orientated Programming
- Particular expertise in game development; created the group collaborative "Ninjaman", with 50 million plays globally
- Solid communicator with people in all positions, having worked in client-facing roles
- Proven ability in teaching and mentoring others, having lectured at UNSW in Multimedia
- Solutions-orientated and analytical; logical problem solver by nature
- Brings an entertaining and energetic spark of enthusiasm to any task

Skills

Programming

- Highly experienced in all versions of Actionscript, including Actionscript 3.0
- Develops dynamic flash apps and games
- Utilises Object Orientated Programming
- Writes clean, well documented code
- Understanding of usability and programming for performance-critical applications
- Knowledge of Design Patterns

Technical and Workflow

- Highly experienced in using all versions of Flash
- Experienced with XML integration and Flash
- Knowledgeable about a wide range of image and video codec's
- Highly experienced Mac user
- Experienced in fitting in with graphical workflows involving the use of Photoshop, Illustrator and InDesign

Leadership and Communication

- Comfortable communicating with designers, developers, managers and clients; trained in public speaking
- Experienced in teaching others, from lecturing and tutoring at University level
- Applied project management skills to numerous collaborative projects
- Confident self-starter and team player
- Desires to learn from others and to make a contribution

Education

University of New South Wales

Bachelor of Digital Media, with Distinction, 2005

Experience

Subversive Games, 2006 - 2008

Co-founder and Developer

An AMLA Award winning interactive entertainment studio

Responsible for Flash development and technical advisory for many of the companies branded interactive entertainment products. Developed Flash-based business-to-consumer and business-to-business products, both online and offline. Interfaced directly with large clients on high budget deals to define requirements and refine features. Integrated projects with back end solutions. Gained exposure on SMH with Scumbag 07 feature during the 2007 election coverage

Freelance Flash Developer, 2006 - 2008

Developed and implemented flash-based solutions for a variety of clients. Responsible for interfacing with people at a range of levels, demonstrating clear articulate technical communication. Managed large groups of developers and designers on numerous occasions. Built viral-community-driven and contribution-based projects. Applied usability experience. Applied a solutions-orientated, can-do mentality. Operated under tight time and budget limitations.

University of New South Wales, College of Fine Arts 2006 – 2007

Casual lecturer and tutor

Taught fundamentals of flash and programming, to students in Multimedia Authoring. Communicated with people on a wide range of skill levels. Distilled complex technical concepts into meaningful information. Individual mentoring in game development provided. Motivated and enjoyed making a difference

Selected work

Ninjaman: <http://www.ninja-man.com>

Developer and producer. A highly successful and virally proven online action game, with over 50 million plays globally and 4000 hosts. Utilised hit-tracking software to monitor viral progress of the game. A performance-critical project, requiring heavily optimised techniques and programming. Negotiated a licensing deal with Miniclip.com. Development of the sophisticated level editor greatly enhanced the level creation workflow for fellow team members.

COFA Annual 2005-2007: <http://annual.cofa.unsw.edu.au/2007/dvd>

Lead developer and technical director of an interactive portfolio DVD, showcasing graduating students' work. Coordinated a large team of developers, designers and artists. Through enhancing usability, the COFA Annual experienced year-on-year increases in student participation and hence strengthened the value position for the client.

Morgans Heir: [Demo on request]

Developed a large-scale corporate team-building game, built for Phuel by Subversive Games. Utilises OOP to deliver a more structured, maintainable asset. Features turn-based multiplayer gameplay.

Scumbag 07: <http://www.subversivegames.com/portal/games/scumbag07>

Casual online game built to mock election issues, by Subversive Games. Featured on SMH as part of their election 2007 content.