

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
- Co-founded Subversive Games, an AMIA Award-winning interactive entertainment studio
- Featured in the Sydney Morning Herald during election 07 coverage for Scumbag 07
- Proven ability in teaching and mentoring others, having lectured at UNSW in Multimedia
- Articulate communicator with people in all positions, having worked in client-facing roles
- 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

- Responsible for Flash development and technical advisory
- 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

Freelance Flash Developer, 2006 - 2008

- Worked with Frost Design, Digital Eskimo, The Works/Random Blowup, and COFA
- Built projects that encourage user contribution and content creation
- Applied usability experience

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

Casual lecturer and tutor in “Multimedia Authoring”

- Taught fundamentals of flash and programming, to students 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
- A performance-critical project, requiring heavily optimised techniques and programming.
- Negotiated a licensing deal with Miniclip.com.
- Development of level editor greatly enhanced level creations in the game

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.

Referees

Referees details on request