

# Adam Searle

113 Fourth Avenue Willoughby • Sydney • NSW • 2068  
Phone: 0413 246 949 • Email: adam@adamsearle.com

## Summary

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### **A passionate Flash Developer with AS3 experience and proven expertise in game development**

- Experienced in the latest Actionscript features and paradigms, including Actionscript 3 and Object Orientated Programming (OOP)
- Created the group collaborative game "Ninjaman", receiving 50 million plays globally
- Co-founded Subverisve Games, an AMIA Award-winning interactive entertainment studio
- Proven ability in teaching and mentoring others; lectured at UNSW in Multimedia
- Articulate communicator having worked in client-facing roles
- Featured in the Sydney Morning Herald during election 07 coverage for Scumbag 07

## Skills

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### **Programming**

- 8 years experience with Actionscript versions, including recently with AS3
- Utilises OOP
- Writes clean, well documented code
- Developers performance-critical applications, including games
- Knowledge of Design Patterns

### **Technical and Workflow**

- Highly experienced in using all versions of Flash
- Proficient with XML integration and Flash
- Knowledgeable about image and video compression
- Skilled Mac user and consultant
- Seasoned 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

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**University of New South Wales**

**2002 - 2005**

Bachelor of Digital Media, with Distinction

## Experience

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### 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
- Interacted with clients to define requirements and refine features
- Integrated projects with back end solutions

### Freelance Flash Developer

2006 - 2008

- Worked with Frost Design, Digital Eskimo, 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 at a wide range of skill levels
- Distilled complex technical concepts into absorbable information
- Mentored in game development
- Motivated and enjoyed making a difference

## Selected Work

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**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, employing heavily optimised code and techniques
- Negotiated a licensing deal with Miniclip.com
- Developed a level editor that greatly enhanced level creation for 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
- Year on year the Annual evolved in its usability, delivering higher user participation

**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, built by Subversive Games
- Featured in Sydney Morning Herald as part of their election 2007 content

## Referees

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Referee details on request