

PERSONAL DETAILS

Nationality : Australian
Visa valid until : 29/11/2016 (eligible for extension/settlement without sponsorship)

E-mail : delia.hamwood@gmail.com **Website**: <http://www.playingthehero.com>
Post Code : SE18 **Mobile** : 07903 069 699

EDUCATION & QUALIFICATIONS

2010 Bachelor of Games Design, Griffith University, Australia
Games Design Medal for Achievement in the Bachelor's Degree
Godfrey Rivers Medal for Outstanding Studio Work

PROFILE

Games and interactive developer with commercial and independent Unity experience and a background in Flash and Actionscript 3. Specialises in gameplay and audio implementation, with a good sense for interaction design. Excellent knowledge and understanding of object-oriented programming, and experience developing with MVC design patterns and frameworks.

Excellent communication skills, particularly presenting to groups, explaining technical concepts to non-technical audiences and negotiating with clients. Demonstrated ability in training and teaching technical skills, programming concepts and problem solving approaches. Experience in Agile development environments. Works well with multidisciplinary teams and has a proven ability to prioritise and multi-task, with experience working on highly demanding fast-turnaround projects.

Seeks permanent work in London and the South East. Immediately available for interviews, and available to commence a new role from 15/02/16.

TECHNICAL SKILL SUMMARY:

Languages: C# in Unity, ActionScript 3, XML, JSON, JSFL, HTML5, CSS3, JavaScript, Processing/Processing.js,
Tools and Frameworks: Git, Subversion, Maven, Jenkins, Jira, Scaleform Unity, Robotlegs, PureMVC, TweenLite, Flixel
Software: Unity, Flash Builder 4.5, FlashDevelop, Adobe Photoshop, Illustrator and Flash CS5
Methodologies: Agile, MVC, Object-oriented programming (OOP)
Project experience: Unity and Flash games including mobile development, AS3 Flash websites and video streaming, UI development, Facebook applications, web applications

REFERENCES AVAILABLE ON REQUEST

EMPLOYMENT HISTORY

September – December 2015

Unity Developer

Beyond The Story, London

Thunderbirds Are Go: Adventures (Unity iOS app)

Employed to work on interactive elements and audio in an episodic childrens' reading app that ties in with the ITV reboot of the classic Thunderbirds TV show

- Worked closely with game designer on interactive elements, developing and improving gameplay logic systems and integrating art assets
- Responsible for scoping and managing own work and requesting assets from other team members as appropriate
- Designed and programmed an audio system to allow easy centralised integration of audio in the Unity editor and the ability to dynamically trigger and process sound effects from script
- Utilised the new audio features of Unity 5 to allow seamless audio fades from one part of the app to another
- Took on responsibility of cutting and creating new effects from the provided audio stems when external audio team was unavailable

Nov 2014 – Jan 2015

Wonder Games

Unity Developer & Composer

[A Planet Wakes \(Unity web player game\)](#)

Worked remotely with a small independent team assembled specifically for Antholojam, a month-long curated game jam run by Zoe Quinn and Alex Lifschitz.

- Worked closely with team members to develop and iterate on the game design and narrative within the narrow time constraints
- Organised regular weekly meetings over Skype, facilitated communication via chat on Slack and frequently set milestone goals for the team
- Contributed gameplay, AI/pathfinding, camera control and music/SFX code
- Wrote and recorded/sequenced all of the music for the game, and developed a system to dynamically and seamlessly synchronise and switch music parts based on in-game occurrences
- Created various tools to assist development of the game, including internal modifications to the Unity editor and external programs which handled image processing for game sprites

Mar – Jun 2014

Hutch Games, London

UI Developer (Flash with Scaleform for Unity)

[MMX Racing \(Unity iOS game\)](#)

Employed to finish implementing and improve the performance of the Scaleform UI for an iOS monster truck racing game built in Unity.

- Implemented and animated the majority of the UI, which contained many complex effects
- Built and tested project across multiple devices to ensure smooth performance even on lower-end devices
- Fixed several severe memory leaks and streamlined the loading and garbage collection processes of the UI, which resulted in a significant jump in performance
- Advised other engineers on best-practice for AS3 code
- Contributed to C# Unity codebase to hook in UI functions as necessary
- Received recognition from colleagues and managers for shouldering a highly challenging task very near the end of the project and delivering massive improvements to the UI performance

Jul – Nov 2013

Farncombe, London

Flash Developer

Zume F1 (Flash video streaming application)

Employed to work as part of a large team on a highly complex live video streaming application for Formula 1 racing.

- Worked closely with other developers and QA team to ensure smooth integration of front- and back-end code and high standards for regular application releases
- Implemented complex UI requirements, handling multiple live video streams, continuous

- synchronisation of driver data to video timings and animated driver icons around circuit maps
- Took over the responsibilities of the Flash lead, which included maintaining and thoroughly documenting the Maven and Jenkins build and deployment process for the application
- Significantly streamlined the build process from four separate builds which required manual upload down to a single button with an automated build sequence and deployment to online environments

May – Jun 2013

Digital Annexe, London

Flash Developer

Employed as a solo Flash developer to build a variety of custom Flash web applications, splash pages and banners, primarily for the Mercedes Benz UK website.

- Applications were built for internal use within Mercedes Benz as well as on the external website, including an animated dashboard for comparison of internal sales data
- Worked in an independent, self-directed fashion, liaising with account managers across the entire office and proactively seeking feedback and clarifying requirements when necessary
- Worked from static design briefs in Photoshop and was responsible for all animations and effects

Aug – Oct 2012

Littleloud, Brighton

Flash Developer/Gameplay Programmer

Wolfblood: Dark Moon (Flash web game)

Employed to develop a browser-based Flash puzzle-platformer game to be playable on the CBBC website. The game tied into a TV show called Wolfblood, aimed at young adults.

- Handled programming of all gameplay logic and integration of in-game assets, effects and animations
- Worked closely with the lead developer to maintain code standards and integrate game logic with a Robotlegs framework that handled the UI and all external connections for the game
- Managed the development pipeline of both the character animator and the level designer, allowing them to update and test their work independently and maintain a continuous workflow
- Worked in an Agile environment, engaging in design discussions and problem-solving processes
- Delivered all final work including late changes and additions from the client a week ahead of deadline

May – Jul 2012

Grand Visual, London

Flash Developer

[Nike Interactive Touch Screens \(Adobe AIR\)](#)

[Heineken Interactive Campaign \(Flash player\)](#)

Employed to develop dynamic and interactive digital out-of-home advertising campaigns for various clients. Worked independently based on provided briefs. Projects included interactive video in Adobe AIR for display on large-scale touchscreens, dynamic XML-driven content, and scripted and timeline animations in Flash. Designed, built and documented an AS3 code library to automate the parsing and loading of dynamic content through a web-based content management system.

Mar – Apr 2012

Wireworks Digital, London

Flash Developer

[Schwarzkopf Hairmonsters \(Flash Facebook application\)](#)

Employed to take over development on a Facebook application for Schwarzkopf to promote their new range of products. Worked as the sole Flash developer on the project with one PHP developer and one graphic designer. Project included file browsing, upload and encoding within the Flash application.

Aug – Nov 2011

Hoodlum, Australia

Flash Developer

Conspiracy 365 (Flash website and Facebook application)

Employed to work on large-scale interactive Flash websites delivering a variety of content, including audio, puzzles, quizzes, polls, games and photo galleries. Received recognition from the senior Flash developer for entering the project partway through the production cycle and adapting quickly to the workload.

Mar – Aug 2011

Griffith University Livelab, Australia

Web Developer

CCJ Career Compass (prototype HTML5 web application)

Employed to develop a web application to assist students with subject selection. The prototype application had an XML-driven UI, and pulled JSON data from a Google Docs spreadsheet. It was built with Processing and Javascript, utilising the video capabilities and canvas element in HTML5.

Feb – Nov 2011

Griffith University, Australia

Lecturer/Tutor

Employed to teach introductory games programming to the first-year student cohort. Received outstanding feedback from students and colleagues on communication and clear demonstration of complex concepts.

Jun – Oct 2010

3 Blokes Studios, Australia

Flash Developer/Games Designer

Employed to design and build social Facebook games in Flash, working with four other developer/designers, two artists and a lead games designer. Employed full-time in this role while completing a Bachelor's degree.

Mar – Aug 2010

Independent Project

Up Down Ready (Flash web game)

Freeplay Independent Games Festival 2010 - Winner: Best Design in a Game; Finalist: Best Game, Best Technical Innovation

Kongregate Mobile Games Contest 2010 - Runner Up