

OLIVER HARRIS CV

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Personal Profile:

I am a friendly hard working person that is easy going and easy to get along with, approachable and a good listener. I am always cheerful and willing to give everything a go; just as willing to learn new skills and knowledge, as I am to share my own.

I enjoy creating and innovating whether as an individual or in a team, and will work as long as it takes when seeing a project through to the end.

I am a fast learner and apply myself quickly to roles. Upon my website are links to examples of projects produced over the years and I feel I can build upon the skills I have gained so far to become an asset for your company.

All the work on my website is included to show that coming from a production based Degree and Masters, I understand the capabilities of software and technologies, and the potential they hold. I very much wish to pursue an application of this accumulated knowledge, and have available references from Professors. Having each project completed from start to finish I understand how different members of a production team function and the timescales involved, and am a team player and eager to learn hard worker.

I have proficient skills in Adobe Photoshop, Illustrator, Flash ActionScript 2 and Dreamweaver CSS/HTML.

I have an in-depth knowledge and understanding of contemporary media theory as well as practical applications, a good understanding of computers, their components and how they work, and an ability to easily express and correlate abstract creative ideas through writing, drawing or talking.

Career Review:



June 2011 to August 2011

Agility Logistics, Reading UK – Invoice Administrator

- This role involved checking with meticulous attention to detail numerous Invoices throughout the day. A bespoke interface was used to perform the operation, with each Invoice taking about 20 minutes to completely check correctly.
- Other tasks involved filing, scanning and attaching of Invoices digitally.
- For a Reference, please E-mail the Project Manager: SKirby@AgilityLogisitcs.com



November 2010 to May 2011

Digital Chocolate, Barcelona, Spain – Junior Games Designer

- A Full-Time Position for a Casual and Social online Gaming developer. The role allowed 6 months of real life work experience in a Game development Studio.
- Tasks involved solving general QA related issues such as bug tracking, suggesting new ways to improve old mechanics, researching and designing new mechanics, utilizing Photoshop to construct potential Screenshots of mechanic ideas, utilizing Excel to present flows of these mechanic ideas, writing and organizing Missions/Quests for optimal Gameplay experience, requesting Icons relevant to Mission/Quest representation, fleshing out Stories, giving Powerpoint presentations, and using simple formulas in Excel.
- Games that were worked on: 'Epic Fighters' (<http://apps.facebook.com/epicfighters/>), and 'Millionaire City' (<http://apps.facebook.com/millionairecity/>) as well as two more titles still in production.
- Reason for leaving – end of the contract.
- For a Reference, please E-mail the Design Manager: JHidalgo@DigitalChocolate.com



10th August – 24th September

Mediatonic, London UK – Creative Internship

- A Creative Internship with a London based manufacturer of Premium online Games. The role allowed immersion in a creative team environment, for a small boutique Games developer.
- It involved designing in Illustrator, getting to grips with Actionsript3, sourcing music and sound effects from the Internet, play testing, writing up bug reports, considering tips for the eventual players, and suggesting fresh ideas to include.
- Games that were worked on: 'Pirate King'(an online Facebook based pirate themed adventure game), 'Whose That Flying?!' (a PSP Mini's shoot 'em-up), 'Monsters Probably Stole My Princess' (for XBOX Live Arcade, and PSP Mini's), 'Micro GP' (an online Facebook based driving simulator), 'Amateur Surgeon 2' (available online, although specifically the more recent iPhone conversion).



19th May – 14th August 2010

Thames Water, Reading UK – Admin Assistant

- This role involved filing and photocopying as a method of duplicating many sets of physical folder information.
- Consequently it required good organizational skills for keeping everything flowing together (what had been successfully photocopied then filed and what still remained had to always be considered), time management, and people skills as it was working in a small team.

MISYS



Winter 2009 – Spring 2010

Misys Banking IT Solutions, Freelance Work – Interactive Flash Map Banner (online)

- It was built as a succinct method of displaying text based or video Testimonials from a Misys company, upon pressing of every node.
- The Actionscript2 coding to allow scroll via button and drag, boundaries and the zoom function were implemented by myself as were all other elements of function / graphic design.

nielsen



October 2006 – Summer 2008

Neilsen Media Research, Bracknell UK – Quality Control + Attribution Data Co-Ordinator,

- This role required a fine eye for detail and communication skills. The 20 months worked there reflect reliability and adherence.
- In-house designed software is used to correctly define a press advert that has already been scanned – details to check included all physical aspects, having the correct brand attached and a brief description to be written.
- The job has given me a grounding in an office environment and also what qualities a successful print advertisement consists of, as roughly 400 adverts were checked each day.
- Television sponsorship was another area of responsibility where adverts are to be sorted into different categories depending on whether their design has been altered in any way.

Education:

2008-2009 Brunel University, Uxbridge

MA (Hons) Digital Games: Theory and Design

- 8000 word Dissertation – ‘Murmuring Membranes’ (online)
This focuses on kinesthesia, haptic control and rhythm in videogames in an attempt to investigate fresh ways of using the emerging technology to create new ways of Game interaction.
- 4000 word Design Document ‘Metronome Crescendo’ (online)
This was designed around using ‘Kinect’ style technology to push the Call/Response relationship inherent in Rhythm Games.

Final Result: Masters With Merit

2003-2006 Bournemouth University, Dorset

BA (Hons) Interactive Media Production

- Major Project – A Flash Game ‘Comazone’ (online) + Personal Analysis – 5000 word ‘Analysis on Comazone’ (online)
My major project Comazone was designed, coded and built by myself. The player is involved in a deep adventure storyline and thrilling music driven sequences which whilst separate were interwoven in such a way that a satisfying encounter is had – the aim was to produce an enthralling experience that is both frenetic and thoughtful.
- Dissertation – 10000 word ‘An Agenda of Gender in the Realms of the Rendered’ (online)

My dissertation focused on the perceived gender divide that permeated the videogame industry and suggested ways the issue could be addressed.

Final Result: 2:1

1995-2003

St Crispins Secondary School/Sixth Form, London Road, Wokingham, Berkshire

Qualifications:

- 3 x A levels including a B at A Level English Language and Literature (which was acquired in one year)
- 4 x AS Levels
- Prefect during Secondary School, and a Student Mentor for a student with Aspergers Syndrome

Hobbies / Interest:

Audio and video production, design, editing, graphics, and scriptwriting

Classic cinema including Hitchcock

Japanese video games (specifically those by the developer Treasure) and culture

Listening to diverse and varied music and reading graphic novels

Reading (especially technological books – JG Ballard), writing, watching obscure cinema and animation that allows for an inspiring palette to draw from creatively

Learning new software to further channel creative energies

Computers and the latest technology, socializing, animation, calligraphy and art in general

Drawing cartoons, cooking and going to the gym

Playing and learning new guitar chords

Inspiration:

Shigeru Miyamoto, Hideo Kojima and Suda51

Peter Molyneux, Ian Livingstone and Steve Jackson

Chris Cunningham, Michel Gondry and Spike Jonze

Tetsuya Nomura, Yoshitaka Amano and Yoji Shinkawa

Tex Avery, Jhonen Vasquez and Walt Disney