

Martin Kilcoyne

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Personal

I am a highly motivated and hard working individual who always endeavours to carry out a job to the best of my ability. I have a strong academic background and also have many years industrial experience working in a diverse creative and technical team and meeting strict deadlines.

Abilities

9 years experience as a part-time web developer / programmer working on freelance projects, 4 years full-time commercial experience as a web developer / programmer. Comfortable working on large and small projects with varied briefs and technical requirements. Skilled and experienced developing web sites and applications using HTML5, CSS, JavaScript, PHP, ASP, C# and .NET. Relational database design and implementation in MySQL and SQL Server. Quick and capable of learning and adapting to new technologies and existing systems.

Over 10 years experience as a developer in the video games industry, 5 years previous experience of level design through experimentation with freely available level building tools. Skilled in high level conceptual game design, technical design and testing of gameplay features, level design, scripting, liaising with programming team for implementation of gameplay features, publisher relations, public presentations to publishing staff and journalists.

Broad theoretical and practical knowledge of computer software and hardware. In addition to the above, knowledge of C, OpenGL, Java, LUA, Perl, SML, SQL and UML. Proficient using Photoshop for graphical design work. Experience with 3ds max for both high and low poly modelling. Determined and effective under pressure, excellent time management skills, confident and experienced in dealing with clients and the public.

Employment

2010 - **Web Developer / Owner – Silvertree Web Solutions**

Present

I am currently a professional freelance web developer specialising in bespoke web applications and modern, highly functional web sites. My duties include meeting with clients, determining functional and design requirements, layout design and typography in Photoshop, construction of pages in HTML5 and CSS, coding of web applications in C# and ASP.NET or PHP, relational database design and implementation in Microsoft SQL Server or MySQL, data migration, systems documentation, technical consultancy and company administration and bookkeeping.

2010 - **Consultant Game Designer - Eurocom Developments Ltd.**

2011

I periodically undertake consultant and freelance game design work for Eurocom Developments Ltd.

2001 - **Lead Designer - Eurocom Developments Ltd.**

2010

I was employed as a lead designer for Eurocom Developments Ltd. - the UK's largest independent games developer.

My responsibilities included high level game design and documentation, management of the design team, liaising with the programming team to determine technical requirements of features, gameplay systems

design and testing, level design, construction of low poly environments, level triggering and scripting, NPC dialogue writing and scripting, simple interactive object animation, portalling, optimisation and bug fixing.

I worked on 3 published titles; G-Force, Batman Begins and Sphinx and the Cursed Mummy.

1998 - **Web Programmer - Salford Software**

2000

I designed and implemented a new web based call tracking and maintenance system for Salford Software during the summer of 2000. This was a large and complex project which involved the design of two large mission-critical MySQL databases, the development of two PHP web applications as well as the integration and synchronisation of the two separate systems. The result was a very fast and usable system tailored to the exact operational requirements of the company.

During the summers of 1998, 1999 and 2000 I assisted in the organisation and running of the annual Novell © BrainShare UK networking conference. This involved helping set up and break down the large PC network, liaising with delegates and assisting with any problems they may have had as well as reporting any problems with the network.

I constructed the BrainShare UK 2000 website which had a database driven questionnaire system to obtain feedback from the delegates and a database driven sign up system for attending the various technical demonstrations.

During the summer of 1999 I worked with a colleague at SUNS to produce a web based system which enabled customers to log in and download purchased software securely.

Education

1998 - 2001 **The University of Manchester** (Degree)

2:1 BSc with Honours in Computer Science

1996 - 1998 **North Chadderton 6th Form Centre** (A-Levels)

A Design and Technology

A General Studies

A Maths with Mechanics

B Geology

1994 - 1996 **North Chadderton Comprehensive School** (GCSEs)

A* Maths

A*A* Science (Double Award)

A English Literature

A French

A Geography

A Geology

B Art

B English

Interests

Reading, cinema, web development, video games, programming, 3d modelling, football, motoring and general socialising.

References

Available upon request.