

Mark Dooney

Web & Application Developer

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A front-end developer since 2007, I have been working on campaigns for media agencies Waste Creative, PlayerThree and Bloc Media across a broad variety of clients and disciplines. My strengths lie mainly in flash development, particularly Actionscript 3 although I have a good working knowledge of Javascript, HTML and CSS and a keen interest in learning new technologies and frameworks as they gain popularity within the industry.

I have worked on projects of all sizes across a good spread of the entertainment industry for clients such as BBC, ITV, Sony Computer Entertainment, Universal Pictures and MTV amongst others.

Involved in projects from conception to handover, I bring a knowledge of 3D and game design through to social gaming, video heavy sites and even second screen prototyping for AIR applications and mobile delivery as well as in-store POS.

Career History

COR Media Limited

February March 2012 - Present

Freelance Flash Developer

I have been contracting on and off since 2009 but made a concerted push in March of 2012 in order to spend more time learning a broader variety of technologies.

Recent work at COR Media:

National Lottery instant win game - Public Creative - Not yet live

A small scratchcard game built for the Camelot online gaming portal to strict guidelines.

Yahoo homepage takeover for Ebay - Waste Creative -

Bespoke build involving away3dlite, integrated video advertisements and live xml feeds whilst adhering to Yahoo advertisement guidelines and interaction with the Yahoo deploy team.

Lego Starwars Clone Wars Jabba Jumping Jamboree - Waste Creative -

<http://www.cartoonnetwork.co.uk/legostarwars>

New mini-game developed for promotion of the new television series and competitions. Initially built as a standalone game it was also added to the existing project framework developed by the team at Waste.

Baby Jake Drive and Find - Cbeebies - Chunk Games -

<http://www.bbc.co.uk/cbeebies/baby-jake/games/babyjake-driveandfind/>

A brand new flash adventure for Baby Jake developed for the talented guys at Chunk Games in Glasgow. I was the lead flash developer for the project working closely with their creative team to devise a specification for the game engine and templates for use within the flash ide which were passed on to external animators and sound artists to enable a smooth workflow across the separate people involved. The game supports all the BBC's requirements for accessibility including subtitles and compatibility with screen readers.

DK Travel postcard creator - Dorling Kindersley - <http://apps.facebook.com/dkpostcard>

A small Facebook application that enables users to share their favourite holiday pictures via a custom postcard featuring the DK Travel branding. Built from scratch the application allows users to browse their Facebook galleries for suitable photos then crop and rotate as needed to fit the custom frames and add their own personalised message for sharing with their friends.

PlayerThree Limited

January 2011 – March 2012

Flash Developer

Responsibilities:

Conception, prototyping and delivery of games for the web.

Adaptation of existing game engines.

Building libraries for use within projects that wrapped third party apis from places like Miniclip.

Porting of games from c++/obj-c

Highlights:

Nightmare High – Bafta award winning educational game for Somethin' Else and channel4

Intel Ultrabook in-store POS – concept, r&d and development of elements for Razorfish

Doctor Who Monster Invasion – Engine and editor development with level design.

ICAP Sky Captains – Web and mobile game available on iOS and Android.

Green Lantern Bootcamp – An online trading card game for promoting the release of the Green Lantern film, working with Hide and Seek and developing a bespoke scripting system allowing character traits and playing styles to be edited by the Hide and Seek team.

Bloc Media

October 2007 – December 2010

Flash Developer

Responsibilities:

Conception, prototyping and development of games and micro-sites.

Legacy project updates (as2)

Highlights:

Meta4orce – Bafta nominated transmedia project for BBC

ITV Wild – Lead game developer on interactive video gameshow

LittleBigPlanet – First promotional site for SCEE and Media Molecule

BBC Bitesize English – Video heavy educational game

Skills

Actionscript, Photoshop, Illustrator, Blender, Javascript, HTML, CSS, Android, Processing, PHP

Interests

In my spare time I enjoy playing and developing games, listening to and creating music, snowboarding, when I get a chance, and tinkering with electronics projects using Arduino.

Education

Bath Spa University | 2004-2007

BA Hons Graphic Design with Interactive Media

University of Teesside | 2000-2002

HND Computer Animation

Waingel's Copse School | 1992-1999

2 A-Levels (Maths, Design Technology)

9 GCSEs (a-c)

References available on request