

A dedicated and motivated individual with a passion for all things interactive and a proven track record in technical development for computing and entertainment.

I am drawn to new opportunities to develop communication tools via the web, with a focus on its development as a content provider through video, 3D gaming and its dissemination onto mobile devices. As a designer and freelancer I offer exceptional attention to detail as well as an array of skills from web to print, programming to video & audio. As a tutor I have a highly logical approach to solving technical problems, and have a wealth of experience in presenting to and working with all age ranges and skills sets.

Practical Skillset

Web

- XHTML, CSS, PHP / MySQL, Actionscript 2.0 @ darklinkmedia.com
- Adobe Creative Suite 4 Dreamweaver, Photoshop, Illustrator, Flash
- Unity 3D for web based games incl. Modelling in Cinema 4D plus Javascript & C#
- Development with Wordpress platform
- Video & Audio compression for online tutorial production @ learnmesilly.com

Mobile

- Development of 3D games for iPhone with Unity iPhone 1.5

Print

- Layout, Design & Digital SLR Photography
- Use of Adobe Illustrator, Indesign, Photoshop, Lightroom 2 for RAW development

Written

- Unity Game Development Essentials (book, Packt Publishing 2009)
- Introducing Unity Game Engine (Article for MacTech US Magazine, April 2009)
- Educational written materials @ learnmesilly.com and learnunity3d.com

Video & Audio

- Editing, Camera work in DV, HDV and HD digital
- Premiere Pro CS4 & Final Cut Pro HD editing, Quicktime compression, Flash CS4 for title animation, Encore CS4 for DVD authorship
- Use of Adobe Audition & Soundbooth CS4 for audio editing
- Multitrack music production & mixing in Pro Tools 8

Core Skills

- Communication skills and confidence presenting to clients
- Working in a team or individually to provide the right solution for a given brief
- Meeting demanding deadlines and efficient problem-solving
- Liaising with and getting the best out of clients

Experience

Bournemouth University (2005 - Present) - Technical Tutor

- Responsible for teaching and preparing materials for students on MA and BA courses
- Advising on course development and ways to integrate interactivity
- Support of hardware and software essential to course development
- Participating in Marketing exercises for the University on-site and remotely

This post requires me to teach full 3D game design including modelling in Cinema 4D, Javascript and C# coding for varied game scenarios, interface design and publishing to desktop and the web. It also required detailed knowledge of the web, wireframing and building complete XHTML/CSS sites in Dreamweaver, Illustrator and Photoshop as well as creating content management systems based on the Wordpress platform, using PHP and plugins to customize its functionality. I also shoot video in HD/DV using a variety of cameras including solid state HD and edit in Final Cut Pro HD and Premiere Pro CS4, preparing titles in Flash and Photoshop, and authoring DVD in Adobe Encore CS4.

Dark Link Media (2004 - Present) - Web & Graphic Designer

- Working in a team in a developmental, supervisory and liaison capacity
- Developing web and 3D game content with creatives remotely
- Being responsible for complete development of projects from corporate branding to entire builds, providing web hosting and maintenance
- Developing bespoke software solutions with clients

Freelance developer of a variety of websites for a wide array of clients from fully dynamic journalistic content management systems with Wordpress to video portfolios for cinematographers. This role requires a large array of skills from XHTML & CSS to PHP / MySQL, Interface design and web standards and use of AJAX technologies such as jQuery and various web 2.0 embeddable apps.

Education & Achievements

- 2009: Packt Publishing
Unity Game Development Essentials book published
- 2009 : Bournemouth University CEMP
MA Creative and Media Education (currently studying)
- 2005: Europrix
Top Talent Awards Quality Seal awarded for Number6 game installation
- 2003 - 2005 : Bournemouth University
BA(hons) Interactive Media Production - 1st
- 2000 - 2003 : Colchester Sixth Form College
A-Levels - Media Studies (A), English Language (B), ICT (C)

Interests

I like to spend time producing music, playing various instruments and recording with Pro tools. I also have a keen interest in photography, especially strobist shooting. In addition to this I spend I spend my time blogging at willgoldstone.com, learnunity3d.com, making tutorials and engaging with the Unity 3D community. I also enjoy the cinema, live music, beach frisbee and comics.