

Tom Kail

Game development & design

I'm a dedicated and innovative final year interactive media student specialising in designing and developing games. Experienced in both creative and technical work using a range of technologies, having successfully launched games both independently and as part of a team. Searching to develop and learn new skills as a junior game developer or designer with a focused creative team.

Relevant Skills

- **Unity 3D (C#/JS) - Intermediate - 4 years experience**
I've worked with Unity to create games, apps and installations using Kinect, Oculus Rift and augmented reality.
- **Web development - Proficient to Intermediate - 5 years experience -**
Proficient in web development and games production using HTML and Javascript. Infatuated with HTML5 and CSS3 developments.
- **Game design - Proficient - 4 years experience**
I am constantly testing new ideas and experimenting with innovative game mechanics. I'm interested in games that surprise me and push the boundaries of what games can be.

I'm also proficient or familiar with a range of other programming languages and applications, including jQuery, Photoshop, Flash AS3, Adobe Premier & After Effects, PHP & MySQL, FruityLoops and office packages. I am able to quickly adapt to new technologies and learn new skills.

Work Experience

- **Fat Pebble - Junior developer/designer - January 2013 (one week)**
Learning by doing with Fat Pebble in Brighton. When I wasn't bugging the staff for advice on how to make it in the games industry, I created a multi-touch input system and some visual effects.
- **Matmi - Junior developer - April 2012 & September 2012 to June 2013**
After a short work placement in April, I was offered the opportunity to join the Matmi team for a full year. Worked on major projects for Alton Towers and the CBBC. Challenges included working on augmented reality projects, and creating a physics game engine in HTML that would function in IE6 - something we believe had never been done before.
- **Redweb - Innovation intern - June 2012 to July 2012**
Spent a month learning from the head of innovation, where I created a Kinect installation using Unity that allowed users to sculpt a virtual ball of red clay and upload their creations to a Tumblr blog.
- **Independent game development - January 2011 to present**
I've been working as game designer, programmer, sounds designer and artist for my own games since I've been able to push pixels around the screen. My most recent completed game, XYZ, was

a game about representing 3d geometry as 2d shapes created for the Ludum Dare game jam, and was voted 11th out of over 20000 unique entries.

- **Game Developers Society - September 2013 to present**

I founded and act as president for the Games Development Society at Bournemouth University, a place for those of various disciplines interested in games development to meet, share, and collaborate. We host events and run regular game jams.

- **Bournemouth University - Various roles - September 2010 to July 2012**

In my first year I acted as student rep for my course, gathering feedback from students which I presented along with possible solutions to University staff.

In my second year I worked as a PAL leader, helping new students adjust to the University lifestyle.

- **St Aldhelm's Academy - Classroom teaching assistant - October 2011 to July 2012**

Helped teach an iMedia class, assisting students and teachers with software such as Photoshop. Fun fact: during my placement, St Aldhelm's was voted the worst school in the country!

- **Norfolk Snowsports Club - Junior Leader - 2006 to July 2009**

Acted as a volunteer at the club I spent most my childhood weekends in. Roles included teaching children from between 5 and 16 years to ski, safety practices, and helping organise activities on the slope.

Education

- **Bournemouth University BA Interactive Media Production**

Studying a wide variety of practical and theoretical subject areas including web, app and game development. Currently in my final year, developing an exhibition piece and writing my dissertation.

- **City of Norwich Sixth Form AS/A2**

A2: Computing, Physics, Media Studies

AS: English Literature and Language

Interests, Activities and Additional Skills

I'm a keen skier who has somehow never broken a bone, and musician who makes Spotify wish they hadn't used the term "unlimited". Thanks to my family, I speak near fluent French. I spent my most recent summer travelling Europe with my girlfriend, where I decided that Switzerland was the greatest country on earth. I host a popular blog where I showcase interesting video game art styles on Tumblr. As a total nerd, I foster an unhealthy love for coffee, quality TV and nerf guns.