

John Kennedy



About Me

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I've been making games for over 10 years, I love what I do & feel incredibly lucky to be doing it. When I'm not staring at a monitor I'm enjoying time with my family, biking the South Downs, long boarding on the coast, skiing, surfing or walking the dog.

Skills

- ✓ Game Development, Game Design, Sound Design, Level Design, UI & UX.
- ✓ Unity, Xcode, Cocos2d, Adobe Flash/Animate, PhotoShop, Aseprite various creative tools
- ✓ C#, JavaScript, Java, C++, Objective C, AS3, PHP, mysql, XHTML, CSS.
- ✓ Git, Source Tree, Bit Bucket
- ✓ OOP, Various Design Patterns
- ✓ Agile approach to development
- ✓ Logic Pro & various sound applications
- ✓ Project & Team Management
- ✓ Creativity, Excellent Communication Skills,
- ✓ Staff Management, Presentations & Training.

Experience

Currently working at 22Cans as a Lead Games Programmer developing in Unity. Worked at Nitrome Ltd for over 9 years, being involved in all aspects of making award winning games for multiple platforms.

My primary role as a game developer has always been as a programmer but my experience & knowledge comes from a wide range of roles throughout the game creating process which makes me an incredibly well rounded asset to any game studio. I believe game development skills are something you craft & that come with time & experience. You can never underestimate the importance of giving & receiving feedback effectively.

Before & whilst making games professionally I lectured & developed web & game degree courses at SAE Institute, London. Taught Game Design Documentation & Theory, Unity Game Development, Javascript, Flash Game Development, Flash Animation & Photoshop.

Employment Record

GAME PROGRAMMER

2019 - PRESENT

22CANS

Making a great game & finding the fun is an iterative process at 22Cans. Working in Unity employed as a programmer creating clean maintainable code in all aspects of the game architecture. Working closely with artists, animators, designers & QA in an agile environment. Feature stripping, planning, problem solving & developing in a rapid sprint focused process. Achieving secure live builds with new content maintaining a super fast weekly turnaround. Within 12 months have been promoted to Lead Programmer heading up 1 of 2 teams of programmers.

GAME DESIGNER & DEVELOPER

2010 - 2019

NITROME LTD

Working pre & post launch to maintain a focused drive towards designing & developing innovative & creative games. Developed in Unity allowing the opportunity to be creative & experiment with games in a cost effective manner on multiple platforms.

My role included: Brainstorming & fleshing out new game concepts, breaking down large technical challenges to manageable ones. Project planning & management, source control, clean maintainable code, shader development, level design, integration of ad mediation, monetisation, sound design, agile sprint planning, QA testing & feedback (and everything in-between!). I believe success comes from being positive, passionate, adaptable, openly communicative & keeping a focused understanding of the end goal.

LECTURER & TUTOR

2009 - 2015

SAE INSTITUTE LONDON

Within my role at SAE I have taught & created course content in Unity, JavaScript & Flash / AS3 as part of the Web Design & Development Degree. I lectured Game Design Theory, which focused on Game Design Documentation, Game worlds, Character & Narrative, User Interface & Gameplay, Game Balancing & Level Design.

Responsibilities included:

- ✓ Teaching & assessing students throughout their studies.
- ✓ Developing module/course content for the web design & game design degrees.
- ✓ Assisting students on a one to one basis, tackling design, development, & documentation challenges.

DIRECTOR, WEB DEVELOPER & GAME DESIGNER

2007 - 2012

PIXEL FUEL LTD

From Game Developer, Front End Designer, Back End Web Developer, to Consultant. Works through Pixel Fuel Ltd were continuously varied utilising my design, coding skills & human computer interaction knowledge. My key focus has been on developing ideas through understanding the client's online based needs & priorities. This ensured highly successful results.

TOUR OPERATIONS AREA MANAGER

2005 - 2007

TUI UK

Area Manager for the overseas Ski & Active programs for Crystal & Thompson Holidays. Based in Austria the role required management & training of staff, based in both Austria & France. Excellent communication & organisational skills were required to achieve success.

Responsibilities included:

- ✓ Development & training of staff in all aspects of their roles.
- ✓ Setting & monitoring financial & performance targets.
- ✓ Achieving resort & country targets (Financial, Customer Service & Operational)

Games & Links

If you'd like to take a look at some of the games I have been involved with, please follow the link for my online portfolio. <http://www.pixelfuel.net>

Education

SAE Institute, London —
Web Design & Development Diploma - 92%

Boston Spa College, Leeds —
A-Levels Design & Technology, Geography
9 x GCSE's A - C grade

References & additional information available upon request.