



Alan Jack

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Out going and free-spirited, with a flair for creativity and a varied background that includes management, game development and writing, I am looking to expand my life's experiences.

Hoping to travel, I work best in creative environments, and relish challenging and exciting opportunities over status and security.

Achievements

Harmony Jump (2008)

Programmer/Designer/Co-producer

A small prototype for a music-puzzle hybrid game, based on the concept of a musical toy that also had a puzzle game structure.

HMV Dundee (2004-2005)

In-Store Games Buyer

Charged with turning around the standing of games within the store and in charge of stock ordering and merchandising, I took sales to new heights, and was invited to make a presentation to HMV's chairpersons as a result of improving the store's knowledge and enthusiasm in games.

Other Credits

- Wild Metal (Assisted in reworking Gameplay for Dreamcast conversion)
- Tanktics (In House Tester)
- Space Station Silicon Valley (In House Tester)

Kamikaze Pachinko (2007)

Solo project

Built to demonstrate an understanding of interactive environments, this combines the classic Japanese pachinko game with the unpredictable twist of a rag-doll human body.

GTA2 (2000)

Lead Tester

Joining the project late in development, I took over the testing of the first level, coordinating the efforts of external testers and offering creative feedback on the gameplay of the level.

Employment History

HMV Stores Group Ltd (2003-Present)

Began work as a Christmas temp; spent one year as in-store buyer in charge of the games department before moving to a part-time position while attending University

DMA Design LTD (1997-2001)

Worked on numerous titles as a tester, and consulted on conceptual designs
Worked closely with Creative Director Gary Penn

Skills & Abilities

Understanding Gameplay & Game Design

I have always had a great interest in games, and in just what makes them so appealing and fun. I was able to learn more about the design process at DMA Design, and continued my interest in my spare time upon leaving. Abertay University gave me the opportunity & resources to research this field more deeply, and form my own opinions on issues such as narratology vs ludology, games as interactive fiction, and the gameplay experience.

Creative Writing, Scripting & Storytelling

I have a great deal of experience in creative writing, including one year's college training. During that time, I wrote scripts for TV, film & radio and developed my understanding of narrative and storytelling techniques. This was further enhanced by training in narrative & storytelling at Abertay University.

Basic Programming

During my working periods I taught myself PHP, Javascript and Actionscript. While at University, I learned to program C# in the XNA environment. All of these are useful languages for prototyping game ideas.

Technical Literacy

I am self-taught and comfortable working in a number of packages – Word & Open Office, Adobe Photoshop & GIMP, Macromedia Flash, Dreamweaver, Microsoft Visual Studio and others. I also have some experience with Maya.

Web Design & Development

My personal website has gone through many changes, including (in previous incarnations) a scratch-built blogging system with comments, a play-by-email rock-paper-scissors game, and numerous layouts and designs.

Video Production & Editing

I am an avid amateur film-maker, having taught myself Adobe Premier. I have produced numerous small video projects and music videos in my spare time.

Art & Music

Coming from a musical family, I have been playing guitar and singing since an early age. I also like to create artworks in my spare time, including sketching, digital artwork, and photoshop work.

Education History

BA Games Production Management(Hons) (2005 – Present)

Including:

Business Management	Interactive Environment Design
Story Writing	Project Design
Web and Multi-media Fundamentals	Directing and Editing
Audio for Computer Games	The Producer in New Media
Accounting	Advanced Business Law
International Business Management Ethics	The Role of Human Resource Management

HNC Professional Writing (2000 – 2001)

Including:

Scripting for TV, Film & Radio	Layouts & Design
Journalism	Non-fiction Writing As A Profession

References Available On Request