

Pete Moores (Design, animation & code)

<http://www.moorez.co.uk>

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Profile

I am a web designer / developer with 4 years of industry experience. I specialise in developing brand presence online by creating accessible search engine friendly websites, flash games and flash animations. I have worked with global clients such as Microsoft, Pepsi, Sony Ericsson and Nokia.

Significant Achievements

- Fishticuffs – A Messenger game for the UK market that I devised, project managed and created. I also designed the advertising campaign that ran on Facebook and Hotmail. Fishticuffs is now one of the most successful games on Messenger in the UK.
- Penalties (Penales) – A Messenger game that I project managed and created for Sony Ericsson. Penalties was released in Latin America and is the market's most successful sponsored game on the Messenger platform.
- The Menorah – An animation I produced in my final year at University. It was shown at Brighton Film Festival 2005 and received high critical acclaim. Subsequently it was shown in Brighton's independent art house cinemas.
- Music Metric – Responsible for the UI design working closely with development to produce a highly advanced desktop application that was easy to use and understand.
- Teaching – As part of a Government initiative I have run classes to teach primary school children about the digital design industry.

Skills

- Comprehensive knowledge of Flash, Photoshop, Actionscript 3, XML, Illustrator and fully accessible HTML and CSS
- Experience with Javascript, ASP.NET, Object orientated programming and various video and sound editing software (Avid, Cakewalk, Audition, After effects)
- Project management, team management, freelance management and training of colleagues

Education

University of Sussex (2002 – 2005)

B.A. Hons 2:1 in Media practice and Theory

Edgbarrow School, Berkshire (1995 – 2001)

A-LEVELS: A in Art, A in Media, B in Maths

Work Experience

Thin Martian, London (August 2007 - present)

Intermediate Designer / developer for Thin Martian, a Design Week Top 100 digital agency. Created and owned projects fully from start to finish, involving proposing/responding to brief, producing estimates, initial design, through to build and development. This included being part of a team, leading a team or running the project individually. All projects involved client and time management.

Freelance work, various clients (2006 – present)

During my spare time I worked on freelance projects and commissions found through networking, client referrals and portfolio. This has helped me develop my project management and client relation skills.

Sallywags Studios, Berkshire (December 2006 – May 2007)

I have been creating games since I was 10 years old. In 2006 I decided to create my own company to sell them. The experience I have gained in games design and understanding game-play has been invaluable but not made my fortune!

Capquest Debt Collection (September 2006 – December 2007)

I had a short spell as a telephone debt collector whilst I developed my portfolio. This role enhanced my communication skills.

Lloyds Bank (September 2005– September 2006)

Data entry for Lloyds bank.