

Simon Cole

Creative Designer

D.O.B: 28/05/79

Gender: Male

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Objective

Enthusiastic, talented artist with great ideas for web design, pursuing a career as a Creative Designer/Web Artist. I am skilled in layout design, XHTML, CSS, W3C Standards Flash and also have experience with 3D modelling.

Work Experience

06/07- Present

Berkeley Group

Position:

Lead Designer

My position at Berkeley Group involves designing and building both websites and e-campaigns for the various Berkeley developments. Berkeley Group is involved in urban regeneration around the South of England, and I work with many Sales & Marketing managers, when creating artwork for their advertisements. I am also involved with the creation of banners, interactive flash elements, 3D floor plans and day to day maintenance.

Some of the websites I have worked on:

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

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

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

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

<http://www.allsaints-eastbourne.co.uk/>

08/04- 09/06

Grass Roots BDR

Position:

Senior Creative Designer

My position within Grass Roots BDR involves managing projects, writing proposals, meeting with client and evolving creative ideas into fully working websites. I am part of the New Media team and supply design support with hands on development in key web technologies for Blue Chip clients. My role covers all aspects of web design from banners and advertisements to full websites and interactive Flash. I am also responsible for fulfilling eCampaigns designed and built using the Grass Roots BDR in house campaign tool eMessagePlus. Working with so many well known client in this way has lead me to have a good understanding of brand values.

My day-to-day work includes creating banners and images relating to products and advertising, coding XHTML and CSS, creating Flash presentations, animated images and liaising with clients. These include BMW, Panasonic, Nintendo, Fujitsu Siemens, Mazda, Verizon, ClearCube and Acer.

I use the following programs to design and build webpage's: Photoshop CS, Dreamweaver, Homesite, Flash MX 2004 Professional, Fireworks, and Vignette. I am skilled in XHTML, CSS, W3C standards, Flash, 3D modeling, Illustration and basic PHP.

I have worked on the following projects:

BMW: www.bmw.co.uk

Panasonic: www.panasonic.co.uk
Fujitsu Siemens: <http://www.fujitsu-siemens.co.uk/>
Acer: www.acer.co.uk
Verizon: <http://engage.verizonbusiness.com/uk/>
BMW: 2005/2006 Re-design
BMW: Various new model eCampaigns
BMW: Season 2006 design and build
BMW: Mobile Website
Nintendo: Advertisement of Wii
Verizon Business: Engage portal and eCampaigns
Panasonic: Ideas for Life: Vision Newsletter
Panasonic: Ideas for Life: Essentials Newsletter
Panasonic: My Bid Newsletter
Fujitsu Siemens: Newsletter and e-shot campaign
Acer: Newsletter and e-shot campaign

01/04- 05/04

THQ Wireless

Position:

QA Lead Tester

My position involved all aspects of Quality Assurance within THQ Wireless. I was responsible for creating and implementing test plans for games, working closely with all members of the development team, in addition to QA staff, helping to identify, define and solve problems with other team members, uploads and downloads of JAD and JAR files, and to identify and implement new methodologies to create a better QA organization.

I was involved in meetings with head office to discuss the status of games, the testing schedule and any amendments that needed to be made as well as updating everyone on the bug count. Working with my manager I would organise and priorities the games as they came in to the QA department. This needed to be constantly updated all of the time as titles changed importance dependant on our clients and developers. Each morning I would then allocate work to the other QA testers and make sure that everything was running to our schedule.

As we progressed through the testing stages of a title I would also contact our developers and discuss the progress and changes that needed to me made. This included conference calling, as most of our developers are located outside the UK.

On completion of a title I would create data sheets, which listed all the information about each title and then send that off to our clients for final approval. All games are tested on Nokia (Series 60/40/30), Samsung, Sony Ericsson, and Motorola handsets, of which I have great understanding. Currently I have worked on the following titles so far: MotoGP2, MX Unleashed, Splash Down and Sphinx and the Curse of the Mummy.

06/02- 01/04

Electronic Arts

Position:

CQC Platform Specialist

My role at EA was to perform CQC technical compliance tests on each game I was assigned, helping to ensure that all products met the necessary internal and 3rd party requirements before the release date.

My duties and responsibilities were: writing accurate and concise reports of all issues found in each title and then submit them to the Platform Specialist on a daily basis, approving 3rd party technical requirements, communicating product-related issues to other members of the team, working to strict deadlines to achieve group targets, taking responsibility for equipment

and software security and working with other departments to ensure all issues were found and corrected before submission.

I have worked on SONY, NINTENDO and MICROSOFT technical requirement checklists (TRC) and network checklists (online games) for each title that has come through EA since starting here, and have specialized with SONY. My work included the use of the following: PC, PlayStation2, X-box, Game Cube and Game Boy. The titles I have worked on to date are: Harry Potter GBC, Harry Potter Xbox, Harry Potter NGC, Dead To Rights, SSX3, FIFA2004, Need for Speed Underground, Bionical, NBA 2004, Tiger Wood's PGA Tour 2004, NHL 2004, Soul Calibur 2, Battlefield2 and Medal of Honour: Rising Sun.

Education

Teesside University, Middlesbrough

Level: MA Computer Games Art

Completion Date: 05/2007

Designing and building levels with the Unreal Engine, creating animated characters, modelling environments/objects, studying games production and design.

While studying at the University of Teesside, I have built up an excellent knowledge of modelling and games related software. I have always had an artistic background and at the University I have been able to extend my skills and ideas to a new level. During this year I have used Photoshop, 3D Studio Max, Unreal Editor and Maya to create a playable level, including characters and scenery.

Teesside University, Middlesbrough

Level Attained: BA (hons) Creative Visualisation (2.1)

Completion Date: 06/2001

Designing and building of 3D environments/characters, creating web sites and photo realistic animation. Acquired 2.1

College: **Godalming College**

Level Attained: A level's in Art & Design, Design Technology, Computer Science.

Completion Date: 06/1997

School: **Winston Churchill School**

Level Attained: GCSE's in Art, Design Technology, Business Studies, Double Science, Maths, English, English Literature, History, German.

Completion Date: 06/1995

Interests

- **Snowboarding:** Any spare time I have (when not playing computer games) is spent on the slopes.
- **Computer Games:** I have played on nearly every console that's ever been created (Atari Lynx, Game Boy, Mega Drive, Master System, Game Boy Colour, NES, SNES, N64, Jaguar, Saturn, PSX, PS2, NGC, X-box, 360, PSP, DS and Wii). I am now saving up to buy the new PS3.
- **MANGA:** I love all types of Anime and comics and having an ever-growing DVD collection.
- **Music:** I mainly listen to rock, and my favourite bands are Red Hot Chilli Peppers and Silvertide.

Skills

Skill Name: **Softimage**
Skill Level: **Intermediate**
No. Years Experience: **2**

Skill Name: **Photoshop**
Skill Level: **Expert**
No. Years Experience: **6**

Skill Name: **Illustrator**
Skill Level: **Intermediate**
No. Years Experience: **1**

Skill Name: **Fireworks**
Skill Level: **Intermediate**
No. Years Experience: **1**

Skill Name: **Dreamweaver**
Skill Level: **Intermediate**
No. Years Experience: **4**

Skill Name: **Homesite**
Skill Level: **Expert**
No. Years Experience: **5**

Skill Name: **Maya**
Skill Level: **Intermediate**
No. Years Experience: **2**

Skill Name: **Unreal Engine**
Skill Level: **Intermediate**
No. Years Experience: **2**

Skill Name: **3D Studio Max**
Skill Level: **Intermediate**
No. Years Experience: **4**

Skill Name: **Flash**
Skill Level: **Intermediate**
No. Years Experience: **2**

References

Name: **Barrie Tingle**
Company: **DICE Sweden**
Phone: **+46-8-6587800**
Reference Type: **Professional**

Name: **Steve Harrison**
Company: **Grass Roots BDR**
Phone: **+44 (0)20 8121 0818**
Reference Type: **Professional**