

Curriculum Vitae - Ian Hannigan

Profile

A committed and versatile individual, with a broad array of skills and experience across key areas of design. Dedicated and focused, organised and quality orientated, passionate about game design.

Excellent communication and interpersonal skills coupled with an enthusiastic and professional commitment in all endeavors. Receptive to learning new technologies, methodologies and skills.

Key Skills

- Game design
- Design & analysis
- Documentation & communications
- IP creation
- UI design & graphics
- Usability & HCI
- Research
- Mentoring & coaching

Employment History

May '05 – Present

Lead Game Designer, Nephin Games, Galway, IRL

Nephin Games is an award winning developer of original and licensed networked games for the mobile platform. Responsibilities include –

- Create, maintain and coordinate all game documentation including - game concepts, pitch documents and detailed game design documents based on original IP and licensed properties
- Clients include - Warner Bros, Disney, Sony, Eidos, ESPN, MTV, Virgin and others
- Create game designs across a broad spectrum of game genres including casual puzzle, various action, beat 'em up, shooter, RTS, RPG, party games and other "one-button" titles
- All games designed to leverage multiplayer, social networking & community features suitable for high-latency mobile networks
- Create menu systems, workflows and detailed functional specifications
- Collaborate with internal and external design, art, programming, production and audio teams and leads, provide high-level creative direction and detailed feedback (incl. play-testing)
- Coordinate with individuals and leads to ensure highest quality standards and consistency are maintained across all titles
- Recruit and manage game designers and artists
- Drive and support internal prototyping and R&D efforts, including proposals and specifications for proprietary development tools

July '03 – April 05

Senior Interaction Designer, eSpatial, Dublin, IRL

Complete redesign of the *eSpatial* GIS software suite. Responsibilities include –

- Undertaking usability analysis and Information architecture
- Application prototyping based on user persona
- User interface design and graphic design

ISMART 5™ is now used by many large and distributed organisations worldwide to integrate spatial data into core business functions. Clients include the United States Government, Boeing Corporation, Department of Agriculture & Food Ireland, NAVTEQ, British Telecom and others.

Mar '03 – July '03	<p>Interaction Designer, <u>New World IQ</u> (Contract), Dublin, IRL Responsible for redesign of the New World IQ software product suite. Both Dialogue IQ and Campaign IQ (CRM systems) underwent a major restructuring and rationalisation process including – workflow analysis, usability and interaction analysis, information architecture design, functionality streamlining, and user interface design</p>
Oct '02 – Mar '03	<p>Art Director / Storyboard Artist, Reel Creations (Contract), Bray, IRL Responsibilities include - storyboarding, model making, prop-making, typography, graphics design. Also worked on several TV commercials including the award-winning “<i>Solpadine kick boxer</i>”</p>
Sept '00 – Oct '02	<p>Senior Interaction Designer, <u>Epionet</u>, Dublin, IRL Responsibilities include - Interaction design, prototyping new applications and tools and creating information architectures for the Epiowave V2.0 software suite. Managed the development and implementation of the prototyping processes for all major applications. Also responsible for the definition and design of system-wide usability standards.</p>
Sept '99 – Sept '00	<p>Lecturer, <u>Product Design</u>, Institute of Technology Carlow, IRL Lectured full-time at diploma and degree level specialising in design communications, concept generation, design innovation, presentation theory and advanced rendering techniques.</p>
Dec. '98 – Aug '99	<p>Assistant Art Director, Reel Creations (Contract), Bray, IRL Responsibilities include – visual design, prop making, model making and planning on several features and television commercials including</p> <ul style="list-style-type: none"> ▪ ‘<i>Reign of Fire</i>’ – Feature film ▪ “<i>Mystic Knights</i>” – Television Series ▪ “<i>Eircell Formula One</i>” –Television Commercial
July '98 – Dec. '98	<p>Product Designer, The Identity Business (Contract), Dublin, IRL Responsibilities include - oversee design to manufacture for several point-of-sale units, including the Saxa Merchandising unit and Gilbey’s Wine Explorer. Concept generation, model making, communications and manufacturer liaisons.</p>
Dec '97 – July 98	<p>Product Designer, Dolmen Design Associates, Dublin, IRL Responsibilities include - concept generation, CG pre-visualization via pro-engineer, prototype model making, competitor product research, client liaison.</p>
1990 – 1993	<p>Graphic Design Services, (Self-Employed), Waterford, IRL During secondary school, aged 16, I started a small graphic design business. Over a three-year period I designed many corporate logos and vehicle liveries for local business including an international courier company.</p>

Education

- 1996 – 1997 BA (Hons) Design – University of Ulster at Magee (2:1)
- 1993 – 1996 National Diploma, Product Design – C.I.T, (Distinction)
- 1991 – 1993 Leaving Certificate - Saint Paul's Community College, Waterford
- 1989 – 1991 Intermediate Certificate - Saint Paul's Community College, Waterford

Software

- Microsoft Office
- Visio / PhotoShop / Illustrator
- Web Authoring Tools
- Video Editing Tools

Achievements


- Panellist, Digital HUB - "Game Design: responding to new interfaces" - 2006
- Panellist, Eurographics - "Graphics Versus Gameplay - why we play games" - 2005
- Published Article – “The Future of Gaming” – The Irish Independent & SiliconRepublic.com - 2005
- Redesign of GameDevelopers.ie - Irish flagship website - 2005
- Completed Game Design Workshop (Ernest Adams) - 2004
- Game Developers Ireland "Humour" Award. - 2004
- Upstart Challenge - National Game Design Competition Runner-up - game design: Voodoo Vengeance - 2004
- Bank of Ireland Design and Enterprise Award - 1999
- AT Cross Product Design Award - 1998
- Coca-Cola National Product Design Award - 1997

Affiliations

- International Game Developers Association (IGDA), - <http://www.igda.org/>
- Technology Entertainment Design (TED) – www.ted.com
- Game Developers Ireland - www.gamedevelopers.ie

References / Further Information

- References available upon request
- Writing samples available upon request
- For further information please visit my website: www.slowrocket.com

 See my professional endorsements: <http://www.linkedin.com/in/ianhannigan>