

IAN HANNIGAN – CURRICULUM VITAE

Contact

Karl-Wilker-Strasse 4
D-10317 Berlin
Germany

Email: ian@slowrocket.com
Phone: +49 (0)176 – 36138111

Nationality

Irish

Core Skills

- Game / level design
- Prototyping
- Documentation / illustration
- Software usability
- Tools & process design
- Creative problem solving
- Team orientated
- Management & mentoring

Education

BA (Hons) Design

The University of Ulster,
Derry / Londonderry,
Northern Ireland
1996 - 1997

National Diploma, Product Design

Institute of Technology Carlow,
Ireland
1993 – 1996

Leaving Certificate

St Paul's Community College,
Waterford, Ireland
1989 - 1993

Software Experience

- Proprietary game editors and tools
- Unreal UDK
- CryEngine Sandbox 2
- Microsoft Office & Open Office
- Wiki editing / management
- Maya & Google Sketch-Up
- Visio, Illustrator and Photoshop
- Video editing tools
- Web authoring tools

Websites

Portfolio

www.slowrocket.com

Linked In Profile

www.linkedin.com

XING Profile

XING

References & Certificates

Available upon request

Objective

To work collaboratively, within an ambitious team, determined to develop commercially successful, innovative and engaging computer games.

Employment History

Senior Designer

Rebellion, Derby & Oxford, U.K.

July 2007 - present

Aliens vs. Predator™ (PC, PS3, XBOX 360)

Alien Species Level Designer

Rebellion / Sega

- Requested to work in Oxford studio 4-5 days a week on level design for the Alien species missions
- Writing level design documentation and creating top-down diagrams and scripting plans
- Final level implementation and scenario scripting alongside overall level logic
- Script and continuity responsibilities including writing dialogue
- Conducting play tests, cataloguing results and balancing / re-working accordingly

Rogue Warrior™ (PC, PS3, XBOX 360)

Multiplayer & Single Player Level Designer

Rebellion / Bethesda Softworks

- Design, Documentation and final implementation of single player level
- Design, Documentation and final implementation of multiplayer levels
- Level prototyping / "white-boxing" in Google Sketch-up and Maya (including metrics)
- Mechanic and feature prototyping
- Critiquing and writing feedback documents for other multiplayer levels
- Improving tools, pipeline and processes resulting in significant productivity gains

Lead Designer

Nephin Games, Galway, Ireland

May 2005 – June 2007

Nip/Tuck™ (Mobile)

Nephin / Warner Brothers

ESPN™ Kick Boxing (Mobile)

Nephin / ESPN

Cellular (Mobile)

Nephin / Eidos

National Lampoons™ Greek Games (Mobile)

Nephin / Disney, Starwave

Scarface™ (Mobile)

Nephin / Disney, Starwave

TurfWars (Mobile)

Nephin / Disney, Starwave

- Responsible for all design documentation – GDD, CDD along with pitch documents / treatments
- Level and mechanic design – across a wide range of genres
- Control system design – usually limited to "one button" systems for the mobile device
- Menu system design – dealt with large menu systems due to multiplayer features
- Successfully managed a small team of artists and designers
- Successfully liaised with internal team leads, management and external project stakeholders

Previous Design Experience

December, 1997 – April 2005

Senior Interaction / Usability Designer

eSpatial, Dublin, Ireland, July 2003 – April 2005

Interaction / Usability Designer

New World IQ, Dublin, Ireland, March 2003 – July 2003 (Contract)

Senior Interaction / Usability Designer

Epionet, Dublin, Ireland, September 2000 – October 2002

Lecturer, Product Design

Institute of Technology, Carlow, Ireland, September 1999 – September 2000

Product Designer

The Identity Business, Dublin, Ireland, July 1998 – December 1998 (Contract)

Product Designer

Dolmen Design Associates, Dublin, Ireland, December 1997 – July 1998 (Contract)

Outside Interests

I enjoy playing computer games of all genres, but I especially enjoy action-adventure games. I actively seek out games that contain unique mechanics or an interesting slant on an established genre or license.

Other interests include meeting new people, travelling, sketching, studying cinematic techniques, reading, watching documentaries and researching emerging technologies with game applications.

Other Experience

Concept Game Design

Commissioned by Torc Interactive to create a concept game design for "Empire State" PC game.

Game Prototypes

Currently working on "TEMPUS" a prototype game demo using the Unreal Development Kit.

Game Developer Conferences

Over the years I have attended GDC on three occasions, also GDC Europe and the Leipzig games convention.

Game Design Workshops

Completed the Ernest Adams Game Design Workshop – 2005 and the CDC Game Design workshop -2006.

Irish Game Developers

I have been involved with the Irish game development community - www.gamedevelopers.ie since 2004 and was responsible for the site's design.

Achievements

Guest Speaker

[IET Seminar](#) - Trinity College Dublin: "How emerging technology can inspire game design" - February 2009

Panellist

[Digital HUB](#), Dublin - "Game Design: Responding to new interfaces" 2006

Panellist

[Eurographics](#) - Trinity College, Dublin "Graphics versus gameplay – why we play games" 2005

Published Article

The Irish Independent newspaper and [Silicon Republic](#) "The Future of Gaming – GDC report" 2005

Upstart Challenge

National runner up with "Voodoo Vengeance" mobile game design concept and prototype – 2004

Awards

Game Developers "Humour" Award. - 2004

Bank of Ireland Design Award – 1999

AT Cross Design Award - 1998

Coca-Cola Product Design Award – 1996 / 1997