

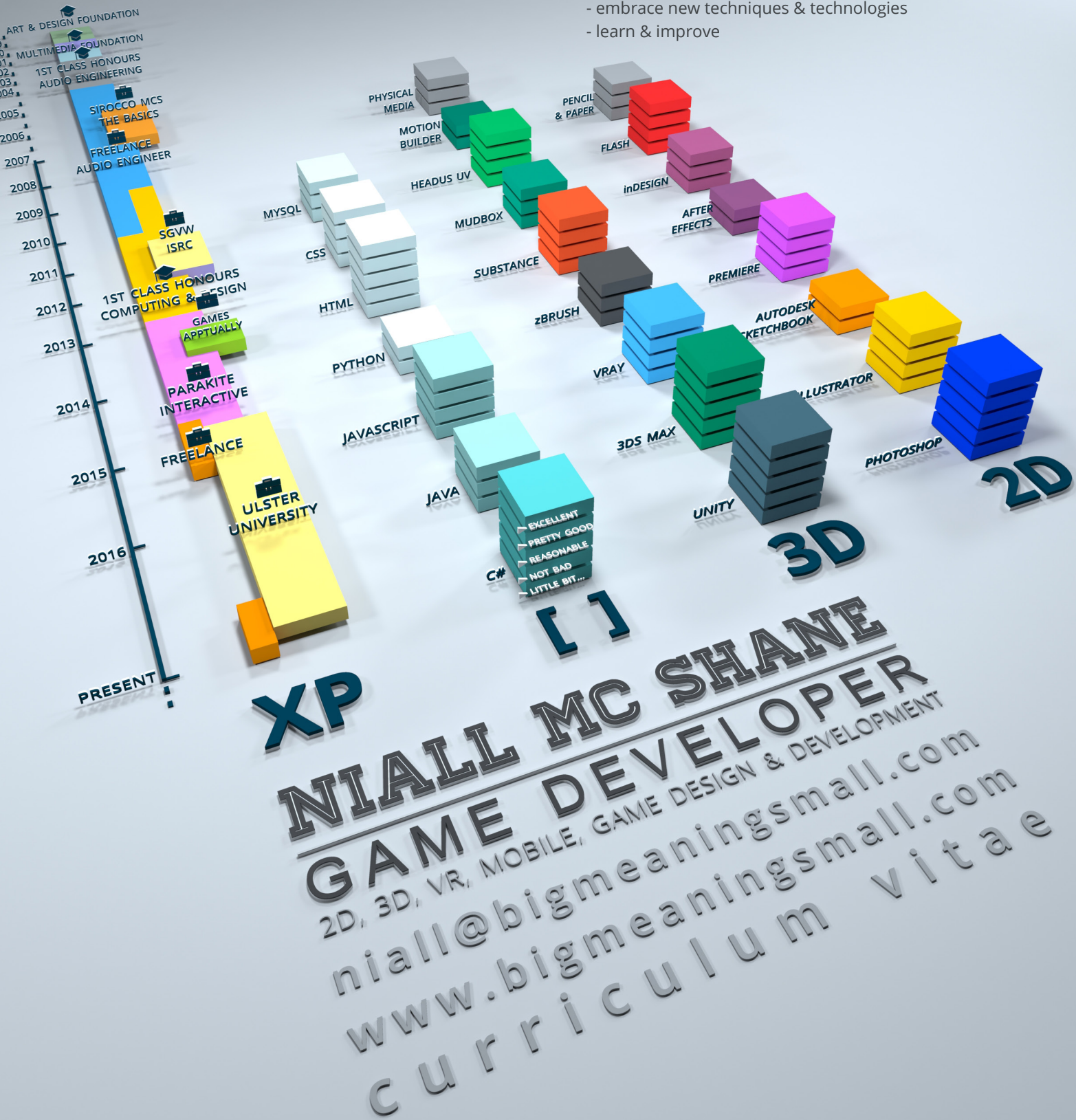
about me

Creative and disciplined games and software developer who enjoys collaborating with others in a motivated, creative environment or in a solo, self-managed capacity.

I am a responsible and highly self-motivated individual with a proven track record of meeting creative challenges and administering innovative solutions. I have a passion for developing games and innovative interactive projects. Highly experienced working with object oriented languages, web technologies, software packages and editors.

things i do

- game & software development
- game & interaction design
- technical art & production pipelines
- 3D design, modelling, rigging & animation
- UI / UX design
- web development
- research & technical solutions
- visual or interactive prototyping
- collaboration, project management & documentation
- present work & communicate ideas
- embrace new techniques & technologies
- learn & improve



experience

Ulster University - Office for Digital Learning

- Multimedia Designer – Jan 2016 - Oct 2017

Collaborating with academic teams across Ulster University faculties to develop interactive learning projects and teaching simulations. Working in Unity and various 2D/3D design packages. Responsible for leading projects, administering technical solutions, design & development.

Ulster University - Intelligent Systems Research Centre

- Research Assistant – Oct 2015 - Dec 2016

Developing a data visualisation web application to query and visualise manufacturing sensor data. Working in Java / JSP, SQL, using model view controller design patterns, writing software documentation and reports to support research objectives.

Ulster University, School of Computing, Engineering and Intelligent Systems

- Guest Lecturer in Game Design - Jan 2015 - May 2015

Teaching module COM178 - Game Design for the School of Computing, Engineering Intelligent Systems. Delivering weekly lectures, practical labs and providing student feedback / assessment.

Parakite Interactive

- Unity Developer - May 2013 - Sept 2015

Technical and creative lead to develop children's mobile games and interactive multimedia content. Leading a small team and providing expertise in Unity development, design and game production.

Troll Inc. / Games Apptually

- 3D Modeller & Animator - Nov 2013 - Jan 2014

Sub-contracted to create 3D character models, rigs and animations for the 'Giant's Rush' app available on android & iOS platforms.

Ulster University - Intelligent Systems Research Centre - Serious Games & Virtual Worlds

- Placement Multimedia Designer – Aug 2011 - Aug 2012

Worked in a research & development capacity with the serious games & virtual worlds team on gaming technology development and innovation vouchers for industry. 2D, 3D, interactive development and general research duties.

education

University of Ulster - 2009 - 2013

First Class Honours - Bachelor of Science in Computing & Design with a Diploma in Professional Practice

SAE Institute, Liverpool - 2002 - 2004

First Class Honours - Bachelor of Arts in Audio Engineering

Belfast Metropolitan College - 2001 - 2002

BTEC Foundation in Multimedia

North-West Institute - 2000 - 2001

BTEC Foundation in Art & Design

references

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portfolio

View my showreel & projects on my portfolio website :

www.bigmeaningsmall.com

Publications

Using Game Analytics to Measure Student Engagement/Retention for Engineering Education

Callaghan, Michael James; McShane, Niall; Eguiluz, A. Gómez Eguiluz
REV2014; 11th International Conference on Remote Engineering and Virtual Instrumentation
Porto, Portugal 26 - 28 February 2014

Opportunities and Challenges in Virtual Reality for Remote and Virtual Laboratories

MJ.Callaghan, A. Gómez Eguiluz, G.McLaughlin and N.McShane
REV2015, 12th International Conference on Remote Engineering and Virtual Instrumentation
25-28 February 2015, Novotel-Bangkok-Ploenchit, Bangkok, Thailand

Mapping Learning and Game Mechanics for Serious Games Analysis in Engineering Education

MJ.Callaghan, M. Savin-Baden, N.McShane and A. Gómez Eguiluz
IEEE Transactions Emerging Topics in Computing. Special Issue/Section on Emerging trends in education
IEEE Transactions on Emerging Topics in Computing (Volume: 5, Issue: 1, Jan.-March 2017)