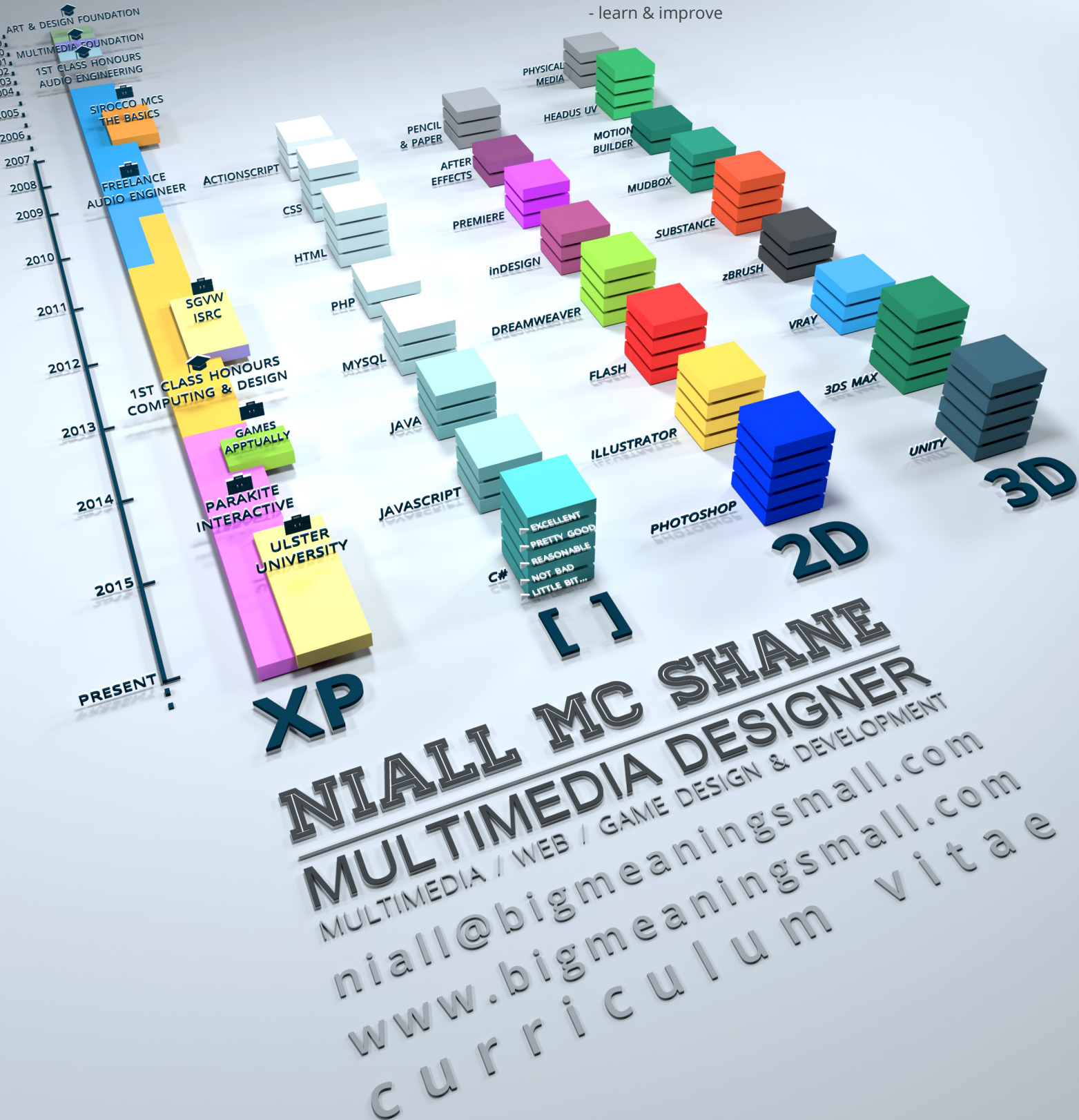# about me

I am an interactive multimedia designer/developer who enjoys working with others in a motivated, creative environment but equally content 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 am passionate about creative multimedia and have experience in design software, 2D/3D, game development and web development

things i do

- interactive, web & multimedia software development
- interface design & wireframe prototyping
- 3D modelling & animation
- 2D design
- general multimedia production

- research & technical solutions
- visual or interactive prototyping
- production & project management
- present & communicate
- embrace new techniques & technologies
- learn & improve

ART & DESIGN FOUNDATION
MULTIMEDIA FOUNDATION
1ST CLASS HONOURS AUDIO ENGINEERING
SIROCCO MCS THE BASICS
FREELANCE AUDIO ENGINEER
SGVW ISRC
1ST CLASS HONOURS COMPUTING & DESIGN
GAMES APPTUALLY
PARAKITE INTERACTIVE
ULSTER UNIVERSITY

2002
2003
2004
2005
2006
2007
2008
2009
2010
2011
2012
2013
2014
2015
PRESENT

XP

ACTIONSCRIPT
CSS
HTML
PHP
MYSQL
JAVA
JAVASCRIPT
C#

[ ]

PENCIL & PAPER
AFTER EFFECTS
PREMIERE
inDESIGN
DREAMWEAVER
FLASH
ILLUSTRATOR
PHOTOSHOP

PHYSICAL MEDIA
HEADUS UV
MOTION BUILDER
MUDBOX
SUBSTANCE
zBRUSH
VRAY
3DS MAX
UNITY

2D

3D

EXCELLENT
PRETTY GOOD
REASONABLE
NOT BAD
LITTLE BIT....

NIALL MC SHANE
MULTIMEDIA DESIGNER
MULTIMEDIA / WEB / GAME DESIGN & DEVELOPMENT
niall@bigmeaningsmall.com
www.bigmeaningsmall.com
curriculum vitae

T: 07706915462 - email: niall@bigmeaningsmall.com - web: www.bigmeaningsmall.com - (***email me for my home address***)

experience

Ulster University - Intelligent Systems Research Centre
- Research Assistant – Oct 2015 - Present

Data Visualisation, UI design & web application development

Parakite Interactive
- Multimedia / Unity Developer - July 2013 - Present

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

Ulster University, School of Computing & Engineering
- Part-time Lecturer in Game Design - Jan 2015 - May 2015

Teaching a module in game design for the school of computing & engineering. Weekly lectures, practical labs and student assessment.

Troll Inc. / Games Apptually
- 3D Modeller & Animator - Nov 2013 - Jan 2014

Created 3D character models, rigs and animations for Giant's Rush app for android & iOS platforms.

Ulster University - Intelligent Systems Research Centre - Serious Games & Virtual Worlds
- Multimedia Designer – Aug 2011 - Aug 2012

Worked in a research & development capacity with the serious games & virtual worlds team on gaming technology 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

portfolio

www.bigmeaningsmall.com

The Butteries - Parakite Interactive
http://www.butterbies.com/butterbies-videos.html
- Children's game on iOS & Android. Technical & creative project lead. Technical design, C# & general programming duties.

Using Game Analytics to Measure Student Engagement/ Retention for Engineering Education
Callaghan, Michael James; McShane, Niall; Eguiluz, A. Gómez Eguíluz
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 Eguíluz, 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 Eguíluz
IEEE Transactions Emerging Topics in Computing. Special Issue/Section on Emerging trends in education

Web Design
www.paulagillespie.com
www.playeroneselect.com

references

Michael Callaghan
Reader
University of Ulster
Magee campus
Derry
BT48 7JL
44 28 71675771
mj.callaghan@ulster.ac.uk

Jim Murray
CEO
Troll Inc.
4 - 6 Strand Road
Derry
BT48 7AL
07761603489
jim@troll-inc.com

T: 07706915462 - email: niall@bigmeaningsmall.com - web: www.bigmeaningsmall.com - (***email me for my home address***)