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Craig Fisk

Profile

UK based Front End Developer, Game Developer, Digital Artist and Animator with a broad range of creative digital and traditional skills, currently living and working in North Wales. Graduated from the University of Derby in 2011 with a BA Hons in Computer Games Modelling and Animation, and have been working professionally in web development and graphic design for the last 6 years.

Skills

Web Development

- HTML5 & CSS3
- Javascript
 - Angular JS 1.x
 - jQuery
 - PIXI.js
 - D3.js
 - Chartist JS
- Bootstrap 3
- Responsive Design
- HTML Email
- Telerik UI
- PhoneGap
- Android Webview
- C# .NET
 - MVC
 - Razor Syntax
 - Classic ASPX
- PHP
 - Wordpress
 - OpenCart

Digital Art & Design

- Illustrator
- Photoshop
- InDesign
- Flash
- Premiere Pro
- 3D Modelling & Animation
 - Maya
 - Blender
- Illustration
- 2D Animation
- Balsamiq
- Pencil
- Unreal Development Kit
- Unity 3D
- Gamebryo

Tools

- GIT
- Subversion
- Team Foundation
- Grunt
- Bower
- Sublime
- Netbeans
- Eclipse
- Visual Studio
- Slack
- Node.js & NPM

Experience

Wood Group Intetech – Front End Developer

November 2015 – Current

Front end developer, architect and designer working on Java and .Net based web applications. Creating UI prototypes and mockups for existing legacy products as well as designing and implementing UI's for new development work. Also developing design guidelines and front end best practice documentation to provide support and guidance to the 3 full stack Java development teams.

Loyalty Logistix LTD – Software Developer

March 2014 – November 2015

Promoted to software developer after increased involvement in various web development projects due to my experience creating responsive UI's. Worked primarily as a front end developer working on .Net C# (MVC/Razor & Classic ASPX) projects as well as creating mobile apps for Android and iOS using PhoneGap. Also part of a larger development team working on a large web based CRM tool as a front end developer implementing UI's using the Telerik UI system and managing the internationalisation of the product into Japanese.

Loyalty Logistix LTD – Graphic Designer

September 2012 – March 2014

Worked as a graphic designer creating multimedia designs including brochures, loyalty cards, training videos and marketing animations for a variety of different brands across the automotive industry from small local businesses to large multinational brands. Also worked as a web developer working on HTML marketing emails and responsive CMS content, as well as working with another developer on responsive UI design.

Legendary Games LTD – Web Developer

May 2012 – September 2012

Worked primarily on UI design and front end development on a number of online and mobile based games and applications with a PHP based LAMP backend. As well as designing and implementing UI's I also created concept art for new games, marketing assets and game pitch and marketing videos and 3D animations.

Innovation for Learning - E-Learning Developer /Artist

2009 - May 2012

Responsible for designing and creating e-learning content for both corporate training and higher education courses. Content was developed for CMS's as well as standalone web applications. I created content that was a mix of HTML, illustrations/graphic designs/diagrams and Flash based interactive content.

Freelance Web Development/Personal Projects

I have undertaken multiple freelance web development projects, from small size custom HTML landing pages to fully functional Wordpress blogs and PHP based online shops:

Little Fabric Bazaar – Online store created for local business. Customised implementation of the OpenCart ecommerce platform. Created custom functionality within the MVC-L structure in PHP, as well as full front end theme design and creation. To view full website visit <http://www.littlefabza.co.uk>

Jumpy Man! – Jumpy Man! is a side scrolling platform game designed for mobile touch screen devices and is available for download on Android devices via the Google Play Store. It was developed using HTML 5 Canvas and Web GL, implementing PIXI.js for rendering, Buzz.js for audio and using my own Javascript game engine and art assets. To download the application search for Jumpy Man! in the Google Play Store,

City Under the Moon – I developed a custom Wordpress theme using PHP, HTML, CSS and jQuery for an Author to promote his novel. To view theme in use visit <http://www.cityunderthemoon.com>

Education

University of Derby

BA Hons Computer Games Modelling and Animation
2nd Class Honours - 2011

Modules Studied:

Year 1: 2D Digital Techniques, Communication & Web design, Computer Games Modelling, Drawing and Visualisation 1, Games Studies and Intro to 3D Modelling.

Year 2: Applied Game Art Development, Drawing and Visualisation 2, Games Modelling, Games Rigging and Animation, Personal and Professional Development, and Real Time Rendering.

Year 3: 12 Month work placement at Innovation for Learning (E-Learning Developer) creating Educational games and activities.

Year 4: Advanced Modelling and Animation Techniques, Advanced Rendering Techniques, Applied Research Project, Professional Practice in the Game Industry, and Small Business Start-Up.