



## ABOUT ME

I am an Interactive Developer specialising in games, applications and websites. I have been for about seven years. I've worked within large team environments and as a sole contractor.

I'm an enthusiastic programmer, an avid indie game developer and an active musician.

I aim to build engaging interactive experiences, quality entertainment products.

## MORE ABOUT ME

**I've been building advanced HTML5 / Javascript applications for the last two years.** I've built modular, scalable applications in Javascript. I've used new HTML5 technologies such as Web Audio and Canvas. I quickly adapt to, and eagerly follow, new frameworks, standards and technologies. I have a knack for getting code to run on devices. I enjoy require.js, node.js and create.js. I can use jQuery well, though I don't need to. I've also developed complete frameworks and game engines.

**I'm a web expert with seven years working experience.** I've built websites, applications, games, mobile applications, video tools and advertisements with a complete knowledge of The Flash Platform, and an advanced knowledge of Javascript, CSS and HTML. This broad experience and adaptability keeps me on the cutting edge.

**I've been using graphics software for about as long as I've been using text editors.** I've had plenty of time with Photoshop, Inkscape, Illustrator and GIMP, playing designer, illustrator, animator, retoucher and template cutter. I can design it or I can employ your design with precision.

**I'm totally a programmer.** I enjoy application infrastructure and design, I understand design patterns, I write clean, concise, well-structured code and know my way around a debugger. I have experience in many IDEs and build environments. I've written in Javascript, Coffeescript, Actionscript, C#, C++ and Java and I'll pick up any language you can throw at me.

**I'm in love with three dimensions.** I'm qualified as a 3D Animator and have since developed interactive 3D environments in Unity3D and Stage3D. I have a strong understanding of game design and game development techniques.

**When it's done, I can score it.** I'm a celebrated Musician, Composer and Audio Producer. My songwriting has shipped with apps, sites and as its product.



## **EMPLOYMENT HISTORY**

### **Eyecon**

*Dec 2010 - Oct 2012*

At Eyecon, a software provider, I worked as an HTML5 mobile application developer and as a Flash developer. I planned and built online slot games, casino games and sports betting simulations.

At Eyecon I built an HTML5 mobile slot engine, in Javascript, Canvas, and an AMD-powered MVC application framework to improve upon project modularity and scalability and to leverage multiple developer workflows. I also developed an interactive football simulator with a complete AI system and researched and developed server-client video streaming and syncing technologies solutions.

### **Krome Studios**

*Sept 2010 - Nov 2010*

At Krome, a game development studio, I was contracted to work on game prototypes with Krome Studios' social team, the studio closed before the project launched.

### **Cru Digital**

*Jan 2008 - Sept 2010*

At Cru, a digital agency, I was employed as a Flash developer. I built large-scale and boutique websites for nationally recognisable clients. The company received several awards for completed works with my involvement.

During my time at Cru I built games, websites and applications, adopting and developing new technologies. I also did some design and animation work.

### **Acura Multimedia**

*Jan 2006 - Dec 2007*

At Acura, a small studio on the Sunshine Coast, I worked as a website designer and developer building Flash and HTML websites. I also developed a proprietary content management system in PHP, XHTML, Javascript and CSS. I designed and built a tonne of websites for nationally recognised clients, and championed many projects from concept, through design and build, to delivery, sometimes alone.

## **EDUCATION**

### **Diploma of 3D Animation**

I completed a full time course to achieve a Diploma of 3D Animation at Thirdspace College of 3D Arts. From the course I picked up valuable computer graphics skills including animation, rigging, texturing, illustrating, photo manipulation, character development and polygon-conservative modelling.

# { DALE WILLIAMS }

INTERACTIVE SOFTWARE DEVELOPER

## TICKLE CRITTERS

iOS / Android App

Tickle Critters is an iOS and Android mobile game released for Christmas 2012. The game, commissioned by Cru Digital, targets younger children with a simple premise: tickle the screen make the cuddly creatures laugh.

The app is compatible with phones and tablets, including the latest generation of iPad and Nexus tablets. I developed the app alone using using Actionsript, Adobe AIR and Away3D. I also scored the highly addictive soundtrack. Grab it free from The App Store or Google Play.



## WEBSITES

I've developed several well-known and award winning websites for local and national brands. Here are some of them:

**Get Out There: QLD Department of Justice**  
*Programmer at Cru Digital*  
[getoutthere.qld.gov.au](http://getoutthere.qld.gov.au)

**Michael Cook**  
*Programmer at Cru Digital*  
[michaelcook.net.au](http://michaelcook.net.au)

**Bucking Bull**  
*Programmer at Cru Digital*  
[buckingbull.net](http://buckingbull.net)

**The Family Nightclub**  
*Programmer at Cru Digital*  
[thefamily.com.au](http://thefamily.com.au)





## REFERENCES

**Matthew Daniels: Interactive Lead, Cru Digital**

**Phone: 0409 345 708**

*“Dale is a highly skilled flash developer, who excels at innovation and creative problem solving. His ability to learn new programming frameworks and implement these into projects is excellent.*

*Dale worked on a number of award winning flash websites during his time working at Cru Digital. He worked well in a team environment, providing valuable input into projects from the creative brainstorming phase, right through to development and beyond.*

*He also has fantastic skills when it comes to sound design and music production, having produced numerous music scores for websites during his time at Cru Digital.”*

**Michael Battle: Creative Director, The Really Quite Good Ideas Company**

**Phone: 0431 636 979**

Michael is a fellow interactive developer with a wealth of knowledge and experience, including his previous role as Interactive Lead at BCM. I've worked closely with him, and under his direction at Eyecon and since.

## A PORTFOLIO

...of my work is located on the web, at [DaleJWilliams.com](http://DaleJWilliams.com)

**Phone: 0415 957 391**

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