

Billy Deakin

Game Developer | United Kingdom | billy@billydeakin.com

Portfolio can be viewed at www.billydeakin.com

Experience

Lead Developer - [Art Of Play Games](#) 2014 - Present

Designing and developing online games and apps for clients such as Nickelodeon, Hasbro Sony, Paramount and Smiggle.

Developer - [Art Of Play Games](#) 2011 - 2014

Designing and developing online games in Flash and HTML5 for a range of clients.

Founder - [Kernow Web Designs](#) 2003 - Present

Designing and developing web sites, web apps, online games and native apps for clients including Lidl, Land Rover, Embarcadero, Century, Oxjam Festival, The BBC, and Orange.

Education

HND - Audio and Video Systems (graduated with distinction 1999)

University Of Salford

Skills/Technical Experience

Game design/development

Game system design, implementation and balancing

Level design, pacing, cinematic scripting

UI/UX design

Playtesting and iteration

Engines/Frameworks

2DKit

Flambe

Phaser

Unity

Programming

Haxe

C#

JavaScript

HTML,CSS,XML,JSON

ActionScript 2 & 3

Software/Tools

Photoshop, Animate, After Effects, Premiere

Wordpress, Bootstrap

Git, Sublime

Jira, Trello

Awards

Kidscreen Award 2017

Winner (Code a Character - Best learning App - Smartphone)

Webby Award 2017

Honoree (Code a Character - Mobile sites & Apps)

Webby Award 2018

Honoree (Soccer Stars 2 - Development credit)

Cynopsis Imagination Award 2017

Finalist (Code a Character)

Cynopsis Imagination Award 2017

Finalist (Unlock the Past)

About

I've always had a passion for videogames, and after spending the first part of my career as a freelance web developer, it was natural for me to transition into game development. I've been lucky enough to work with some fantastic clients over the years, building games for companies such as Nickelodeon, Hasbro, Disney, The BBC, Orange, Smiggle, Sony, Paramount, Land Rover and Lidl to name a few.

I started developing Flash games in my spare time in the late 90s, published my first game in 2003, and since then have worked on over 100 titles across multiple platforms.

When I'm not making games or honing my gaming/gamedev skills, my time is spent with my family, training and teaching Tang Soo Do (Karate) and kickboxing, trail running, reading and writing.