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
Unity
Phaser
Three.js
2DKit
Flambe

Programming
C#
JavaScript
Haxe
HTML,CSS,XML,JSON
ActionScript 2 & 3

Software/Tools
Photoshop, Animate, After Effects, Premiere
Wordpress, Bootstrap
Git, Sublime, VS
Jira, Trello

Awards

Spikes Asia Grand Prix Award 2022
Winner (VW Adbreak Championship - Development credit)

Spikes Asia GOLD Award 2022
Winner (VW Adbreak Championship - Development credit)

Spikes Asia SILVER Award 2022
Winner (VW Adbreak Championship - Development credit)

Webby Award 2018
Honoree (Soccer Stars 2 - Development credit)

Kidscreen Award 2017
Winner (Code a Character - Best learning App - Smartphone)

Webby Award 2017
Honoree (Code a Character - Mobile sites & Apps)

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), Wado Ryu (karate) and kickboxing, trail running (mostly endurance/ultra distance), reading and writing.