

H. Pippa Buchanan B.A. , B. CIS

British / Australian Dual Citizen

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EMPLOYMENT HISTORY

2007-2008

- Freelance web-development.

2007

- Video Game Programmer, Production Assistant: Krome Studios, Adelaide
 - Published Titles: Star Wars Force Unleashed (PSP)
- Subject Tutor, Introduction to Computing: Eynesbury Institute of Business and Technology,

2004 2005

- Video Game Programmer, Designer-Programmer Liaison, Ratbag Games / Midway Games
 - Unpublished Projects: Raid , Wheelman (PS2, XBox), In-house software development.

2004

- Developer: prototyping e-learning environments in Flash: Janison Solutions

2003

- Subject Tutor: Computers, Communication and Society, UniSA

2001 2002

- Website Developer and Designer, Nexus and English Bites: Australian Broadcasting Corporation
- Subject Tutor: Desktop Publishing, UniSA

2000 2001

- Web Developer, e-learning: Centre For Sleep Research, University of South Australia (UniSA)

EDUCATIONAL HISTORY

1998 2003

- Bachelor of Arts (Multimedia) and Bachelor of Computer and Information Science, University of South Australia.

1997

- Screen Studies, International Relations, Flinders University of South Australia

RECENT VOLUNTEER HISTORY

2008

Researching open-source films, community participation, Access Space Media Lab, Sheffield, UK.

2007

Web development for New Internationalist Magazine online store, Adelaide

ACADEMIC TRANSCRIPT

Available on request.

REFERENCES

Available on request.

PERSONAL SKILLS

Written Communication

Excellent written expression skills.

Experience developing documents for a variety of audiences and purposes including technical documentation, internal communication, online publication and training.

Oral Communication

Excellent interpersonal communication skills.

Highly skilled at listening, understanding and communicating requirements and issues between creative and technical teams.

Training

Have successfully tutored and graded courses on computer related subjects at a university and post-secondary level.

Experience developing e-learning and training environments.

Teamwork

Sensitive to the strengths and needs of others, complements other team members' strengths whilst successfully applying qualities of leadership, problem solving, initiative, creative thinking, humour and resourcefulness.

Problem Solving and Research Skills

Approaches problem solving from different angles (creative, technical and production).

Ability to undertake research for a variety of different outcomes using traditional and electronic resources.

Organisational Skills

Experience co-ordinating the project requirements of game designers and programmers.

Experienced at balancing a number of different responsibilities in game-development environment..

Languages

English (native speaker)

French (intermediate written and spoken)

German (beginner)

Suomi/Finnish (beginner)

TECHNICAL SKILLS

Design

Experienced at negotiating and communicating with stakeholders (i.e. game designers, web-development customers) during the development of design and functional briefs.

Skilled at developing clear and understandable technical and design specifications from customer requirements.

Documentation

Demonstrated experience at writing technical requirements, design documents, test plans and commented code to a high standard.

Coding

Experienced at implementing and customising Wordpress CMS for a range of clients.

Familiar with Drupal CMS.

Ability to develop readable, well commented, efficient and correct code in C++.

Web Development: PHP, xHTML; CSS; XML. Familiarity with Action Scripting (Flash).

Database

Experience at developing MySQL databases for e-learning environments.

Applications

Familiar with Mac OSX and Windows environments.

Microsoft Visual Studio, in-house games development software, word processing applications, Photoshop, Illustrator, Dreamweaver, Flash, Pagemaker.