

PAUL CLANCY

Rowley Manor Farm
Farleigh Hungerford
Bath, BA2 7RT
Tel: 07830 419570

Email: paul@pickandmixstudios.com
Portfolio: www.pickandmixstudios.com

Accomplished and skilled individual with extensive experience within interactive TV, the casual games industry and implementing UX design and methodologies.

**Director of an independent games production company,
Pick and Mix Studios Ltd.**

Key Skills

- UX Designer specializing in prototyping, motion, user interaction and user testing.
- Expert Flash and AIR Developer, both AS2 and AS3, using all modern IDE's such as FDT, IntelliJ and FlashBuilder.
- Comfortable with UX tools such as Axure, Adobe XD, Invision, AppSee, UserTesting, Slack, Google Analytics.
- Experience with Box2D, Flixel, RobotLegs, Flint, XML, JSON, MVC, in2AR, Native Extensions.
- Expert in C programming, but have also delved into C++ and Java throughout my career.
- Expanding knowledge of Unity, C#, MonoDevelop, HTML5, CSS, Bootstrap 3 and Javascript
- Confident working in Agile and Scrum environments.
- Photoshop, Illustrator, Fireworks, Media Encoder, SoundBooth, SVN, CVS, Basecamp, Unfuddle, Bugzilla, gitHub, Trello, JIRA.

Professional Experience

Sky, Hounslow

April 2013- Present

UX Designer and Prototyper

- As part of the UX team, I have helped shape the design and UX direction of Sky Store, and more recently Sky's new flagship premium product, Sky Q. My background in programming has helped to creatively solve the more technical challenges of the UX design to continually iterate and improve the User's Experience.
- Actively participated in initial concept meetings, whiteboarding, card sorting, wireframing, and organisation of information architecture.
- Worked across the full range of Sky Q and Sky Store applications - iOS, Android, Desktop, Responsive Web and TV.
- UX design and iteration of a responsive desktop companion application for Sky Q.
- Organised and produced a wide range of prototypes for formative user testing, including set up, analysis and support of these sessions, to validate specific key UX hypotheses.
- Incorporation of existing technologies such as Google Analytics and AppSee to allow larger quantitative testing samples and data collection.

- Delivered and prepared Showcase meetings with Senior Stakeholders.
- Created pixel-perfect, high fidelity prototypes for developers, as well as fully functioning end to end applications for Product Leads.
- Worked with Sky's new partners in both Germany and Italy to help illustrate and define localised versions of the applications.
- Contributed to the Sky Store Development team to help deliver Sky Store on the YouView Set top box.

ClickTag, Chelsea
Flash Developer

March 2012 - April 2013

- Created the flash element of a facebook game used as a marketing campaign for Mentos, using augmented reality technology.

Aardman Digital, Bristol
Flash Developer

August 2012 - March 2013

- Lead developer for CBeebies game – Tiny Tumble, aimed at special needs children.
- Part of the team that created Deadly Planet : Madagascar.
- UI Developer on Hero Squad :Rapid Response, nominated for Royal Television Society Award for Best Companion Content.

Complete Control, Bath
Flash Developer

March 2012 - July 2012

- Front end developer on a large scale Multiplayer game for Cartoon Network, SuperStadia.
- Helped to create Clock Island, a flash learning game from Nessy (Net Educational Systems), designed to help children learn how to tell the time.

Static 2358, London
Head of Games Development

November 2010 - July 2011

- Contract role to deliver a new range of games for Connected TV.
- Working closely with Samsung, LG, Panasonic and Adobe to create a new games proposition that runs on the new devices, using Flash Lite and Air 2.5 that are optimised and suited for the varying platforms.
- Working with third party companies such as Atari and Disney to provide technical support for bring their games to the above platforms .

- Development of proof of concept games for Milo Project.
- Production of viral games to coincide with Fable 3 launch.

- Developed hundreds of games as well as the portal for the PlayJam interactive service, an embedded system on Sky's set top box, using the OpenTV SDK platform.
- Responsible for production of all games at PlayJam, directly managing the team in London as well as remotely managing an ever expanding team of programmers in Poland.
- Management of said teams to produce applications on all forms of digital media, delivering to very tight deadlines for up and coming media opportunities.
- Committed and passionate team leader with considerable input into all aspects of production. Capable of overseeing the entire development life cycle and maintaining a high level of practical involvement.
- Consultant for new projects providing feasibility studies and technical expertise.
- Supported expansion of the PlayJam brand into new territories, such as France, Italy, South Africa, China, Malaysia, by rebranding and converting pre existing games as well as producing bespoke new titles to appeal to the changing target audience.

ACADEMIC BACKGROUND

- BSc. Hons Artificial Intelligence and Computer Science with French
University of Birmingham 1995-1999
- INSA de Lyon 1998
- 4 'A' and 1 'B' at A level
Cynffig Comprehensive School,
Bridgend, Mid Glam 1988-1995
- 10 'A' GCSEs