



Tom Platten-Higgins - Senior Games Developer

Location: Devon, UK - Portfolio: www.tomph.com - Email: tom@tomph.com - Phone: 07738060809

Profile

As a highly motivated, hard-working games developer I have an ongoing ambition to push myself into new and emerging areas of the industry. I have a proven track record for producing highly polished, award winning work – resulting in an exemplary portfolio of games, native apps and physical installations. I have an extensive knowledge of multiple game engines & a passion for writing elegant, reusable code in many different languages. I am an experienced industry speaker and have lectured at many Universities & Internationally recognised conferences.

Experience

tomph (freelance) | Role: Lead Game Developer | When: 2015-current

I currently run my own studio where I specialise in Development, Design, Research and Consultancy. Projects range from prototypes to large commercial games and applications. I have both led and worked alongside pre-existing creative teams. Clients include: Aardman, BBC, London National Theatre, Arabic Science Museum (Kuwait), The National Museum (Saudi Arabia), Atturaif Living Museum, Comic Relief, Special Effect.

Mutant Labs | Role: Senior Games Developer | When: 2011-2015

An independent studio that specialises in high-quality games for mobile and desktop. My tenure at Mutant Labs has given me a great opportunity to hone my skills as a leading member of a team. I was responsible for leading the development of the studio's biggest game to date; *Yak Dash: Horns of Glory* (iOS & Android). *Yak Dash* is an online racing game that incorporates Mutant Labs' unique multiplayer engine, *GhostSync*. I developed this technology in order to eradicate latency issues during mobile gameplay. As well as commanding a technical team, I also took lead on introducing emerging technologies to the studio.

TwoFour Productions | Role: Interactive Developer | When: 2010-2011

My main focus at TwoFour was on AS3 (Flash) & web development. I worked on some fantastic projects for the likes of Channel 4, BBC, VW & The National Grid. A highlight of my time at the company was to be given sole responsibility for redeveloping the TwoFour Group website, where I successfully centralised the many subsidiaries of TwoFour into a more sophisticated, content managed system - the core features of which are still in use today.

HMC Interactive | Role: Junior Interactive Developer | When: 2009-2010

Hardcore Monkey Crash were best known for their technology-lead experiential installations. I collaborated on projects for clients including Twentieth Century Fox, Cadbury, The Science Museum and Audi. During my time at HMC, I was mentored by a team of tremendous talent, allowing me to improve

hugely as a programmer. My proudest achievement at HMC was co-developing and installing 20 different interactive installations at the National Monument in Bahrain. The museum was opened by HRH, The King of Bahrain.

Education

- Bath Spa University | 2008 - 2009 | BA Graphic Communication (2:1)
- Bath Spa University | 2006 - 2008 | FdA Digital Design (1st Class)
- Plymouth College of Art | 2004 - 2006 | ND Multimedia (Triple Distinction)

Skills

- Game Development / Design (Mobile, Desktop, WebGL, VR, AR)
- Application Development (Cross Platform)
- Interfacing with Hardware (Arduino, Raspberry Pi, Mobile)
- Web Development (Front, Back & Databases, Node etc)
- Asset Management (Photoshop, Illustrator, Tiled, TexturePacker, Audacity)
- Version Control (Git, Dropbox)
- Build processes (Webpack, Grunt, Gulp)
- Maths (Vector, Quaternions, Physics, Linear Algebra, ect)

Programming Languages

C#, JavaScript, TypeScript, Java, ActionScript, Haxe, Python, Arduino, PHP, MySQL, CSS/SASS

Software / Game Engines

Unity3D , Phaser, Pixi, BabylonJS, Flash, Photoshop, Illustrator

Other Accolades

- Speaker at Reasons to be Creative, 2013, 2015 (September)
- Featured in AppStore 'best new game' (Yak Dash: Horns of Glory), 2014
- Lecturer at Solent, Bath Spa University & Plymouth College of Art, 2013-2014
- Nominated for TIGA Award 'best debut game' (Half-Inch Heist), 2013
- Winner of The Elevator Pitch at Reasons to be Creative, 2012
- Winner of The Innovation Prototype Fund, Bath Spa University, 2009
- Winner, Student of the Year, Plymouth College of Art, 2006

