






DEAN MOYNIHAN

DEVELOPER+DESIGNER

A versatile designer and developer based in the United Kingdom, actively contributing to a high-performing Scrum team at Jagex Games Studio in Cambridge. Specializing in creating impactful user experiences - from design to deployment - informed by user research, for both players and staff. Over the past decade, independently developing innovative and occasionally award-winning subversive web games.

ABOUT ME

INFO	SKILLS	Proficient with multiple UI frameworks REST API development + interaction UI metrics + monitoring Experienced with CI/CD pipeline Integration with and into third-party CMS Regular use of various CRMs User research, analysis and testing High performing in Scrum Sprint metrics
 dean.moynihan@gmail.com		
 Jagex Game Studio LTD		
 Cambridge, UK		
 www.awkwardsilence.co.uk		
 LinkedIn Profile		
	TECH STACK	HTML, CSS, JS, React, TypeScript, MobX, Jest, JSON, Node.js, Express, Git, C#, PHP/SQL, NEXT.js, Tailwind AWS, Bamboo/Vercel, Bitbucket/Github, Docker, Heroku, JIRA/Confluence, MongoDB, MySQL, NPM/Yarn, Notion, UA/GA4, Unity3D, Webpack Adobe Suite (Photoshop/Illustrator/XD), Figma, InDesign, Microsoft Office Suite, Miro, Shopify, Storybook, WordPress, Zendesk

EXPERIENCE

CAREER

FRONT END ENGINEER

Jagex Game Studio • Full time
2019 - ongoing

- Developing responsive and user-friendly UI in React and Typescript
- Lead front end contributor on Jagex Support infrastructure redesign
- > 2 million users a year
- Collaborating with Back-end developers to build end-to-end services
- Developed a handful of bespoke web tools integrating RuneScape’s legacy account systems into a modern CRM

 Runescape Knowledge Base

 Jagex Support Hub

 Space Punks Support

FREELANCE WEB DEVELOPER

Contracted work • Part time
2014 - ongoing

- Accomplished in translating client requirements into technical web specifications
- Working knowledge of full-stack development
- Extensive experience developing on and integrating into CMS - Shopify, Zendesk and WordPress
- Adaptable to varying project scopes and deadlines

UNITY DEVELOPER

Awkward Silence Games • Hobbyist
2010 - ongoing

- Online and offline web games developed in Unity and C#
- Track record of creating enjoyable, award winning interactive experiences
- Extensive press coverage
- Seasoned convention exhibitor (EGX Leftfield Collection, Rezzed Indie exhibitor, A MAZE. + Smaller independent conventions)

PLAYER SUPPORT SPECIALIST

Jagex Game Studio • Full time
2015 - 2019

- Consistent high quality customer care via email and social media
- Responsible identifying, tracking and escalating game issues and liaising with development departments across multiple products
- In-depth cheating community investigations to assist in the enforcement of a risk mitigation strategy that protects Jagex’s IP from all emerging threats

WEB DEVELOPMENT INTERN

Preston Law Society (UCLan) • 12 week internship
Sprint 2014

- Create high quality multimedia content in conjunction with senior designer
- Independently develop and design a small web site for the Preston Law Society

EDUCATION

QUALIFICATIONS

BSC (HONS) - MULTIMEDIA DEVELOPMENT

University of Central Lancashire

FOUNDATION DEGREE - NEW MEDIA

University of Central Lancashire/Southport College

BTEC NATIONAL DIPLOMA - COMPUTING (PROGRAMMING)

Southport College

Reach Out