

Adam Green

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Profile

I'm Adam - an experienced freelance games and application developer, based in Middlesbrough, UK. I work with a wide range of clients, from small start-up's to Sony.

I specialise predominantly in Unity3D development and programming, having used the engine since it's initial release in 2005. I am proficient working in both C# and Javascript, across multiple areas of development from AI and networking to pure gameplay programming. I also have experience in development of back-end systems; utilising PHP/MySQL, as well as Native iOS Development using Swift.

I'm available to work remotely or in-house anywhere in the UK, and can take on anything from a full project to simply supporting your existing team with some additional development capacity.

I would invite you to view my portfolio website at www.assyria-adam.com which details some of the recent projects I've worked on (those not under NDA), alongside client testimonials and more.

Experience

Managing Director, Assyria Game Studio Ltd – 2009-Present

Assyria is a company I setup in the placement year of my degree in 2009. I hired 6 friends during that year with a focus on making small-scale iOS Games. I managed all biz-dev, marketing and production requirements for the business.

Two of the seven games we produced in that first year achieved a top-25-overall-games ranking in the US iTunes Store. Off the back of this success I was then able to attract some work-for-hire projects for the student studio from Sony Entertainment Europe who went on to hire us to produce a few internal prototypes for them, following which myself and the team returned to complete our studies.

Assyria has since become the vehicle with which I undertake contract development work. In the years since I have worked on projects for; Google, Sega, Sky TV, RealRider, John Lewis (to name a few).

In addition to contract work I occasionally release independent games I work on through Assyria, the most recent of which being The Ories; a freemium mobile title I worked on alongside a artist friend over the course of 18 months (around contract commitments). Apple were kind enough to give it a feature slot on launch (the main-header banner on

iTunes) in many countries around Europe, and smaller feature placements around the rest of the world. It to date has over 3,000,000 registered sessions and maintains a strong 4.5/5 rating in the majority of territories.

CTO, Orca Mobile Limited – 2015-Present

Orca is my newest venture; a location centric social networking application that aims to encourage people to talk and meet up with others in their local area. Alongside my business partner we secured Seed round investment from a local Venture Capitalist late 2015 and are currently in soft-launch in the UK.

Outside of fundraising and helping with business strategy; I'm responsible for all the technical aspects of the business; both front end coding in Swift (native iOS) and Unity / C#, as well as all the back-end (PHP, Mysql, hosted on Google App Engine).

Managing Director, Daily App Dream – 2010-2012

Daily App Dream is a venture I launched in December of 2010; originally my final year university project, I secured Venture Capital funding during my studies and launched it as a business. Over the 18 months I was running the company it's clients included; Square Enix, EA, Connect2Media, Atari and over 1000 other independent developers. In November 2012 I exited the company when it was acquired by US firm "EARI".

I undertook all front and back end programming on the Daily App Dream platform, as well as handling all day to day sales tasks.

Advisory Board Member, Ker-Chunk Games – 2014-Present

Ker-Chunk is new studio based out in Atlanta, US. I sit on the advisory board of the company. My focus is on helping with monetization of the team's titles, as well as helping to get the business investment ready.

Education	Teesside University, First-Class BA in Computer Games Art, 2011 Newcastle College, NCFE Photography (Level 2), 2016
Skills	Unity3D, C#, Javascript, Swift, PHP, MySQL, Photoshop, After Effects, Affinity Designer, Google App Engine, Raising Finance, Business Plan Preparation, App Marketing, App Monetisation.
Awards / Honours	Develop In Brighton Indie Showcase - Chair of Judging Panel (2010-2016) 'Indie Hero' at Pocket Gamer Connects Conference (2014) Speaker and business track host at Develop in Brighton Conference (2010-2012) IGDA GDC Scholarship Recipient (2011) Listed in Develop Magazines 30 under 30 (2009-2010) Honourable Mention in Develops 30 under 30 (2010-2011) Speaker at Bradford Animation Festival (2010) Winner of Game Horizon: Game Academy Pitching Competition (2009)

References

“I have known Adam for several years as an industry colleague, I also hired him once to support production on an iOS title we were making at Sumo Digital to which he provided great insight, data driven assessment and creative flare.

Adam is always an interesting person to spend time with, he is a natural connector who is smart, astute in business matters and has a good pulse on industry trends as well as having creative and technical ability to offer. Adam is the kind of guy you just want to work with - for all of the reasons above combined - I look forward to working with Adam again in the future.”

Craig Duncan - Studio Director at Rare

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“I was first introduced to Adam Green in December 2010 during the very early stages of our technology start-up REALRIDER®. It quickly became apparent that Adam could have a significant impact on our efforts to get the business off the ground.

Adam was open and likeable from the get-go, his technical knowledge and problem solving abilities were demonstrated within the first 20 minutes of our meeting. You could just tell he had an appetite for turning project challenges into deliverables as if it was part of his daily routine.

During the search for investment, Adam introduced us to a North East investor who eventually become pivotal in driving the business forward as an investor and as our Chairman.

Adam was instrumental in helping us realise the technology that would power REALsafe®, a feature of the REALRIDER® Smartphone App, which became the only system to be plumbed into the UK's NHS Ambulance Control Room Network.

I worked closely with Adam during the App's construction and delivery phase. He worked tirelessly throughout the process and I learnt a lot about a whole range of technology that I'm forever grateful for – you just can't get that stuff from the internet!

It's hard to summarise in a short reference the impact Adam has had on me and my colleagues at REALRIDER®. He's a true professional, can always be relied upon and just a really good guy – there isn't many like him around!

I would have no hesitation in recommending Adam. I hope very much to have an opportunity to work with him again and I continue to watch his work with great interest.”

Andrew Richardson – Founder and Commercial Director at REALRIDER

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“Adam is an exceptionally talented and enthusiastic developer. He led the Unity development on our 'Monty's Christmas' project for John Lewis, and was always eager to help out on other projects and R&D.”

Arpad Ray - Technical Lead at Stink Digital

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(Further references are available on request, alternatively additional testimonials may be found on my website at www.assyrria-adam.com)