

John Evelyn

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A designer and creative lead with extensive experience in both client-side and agency roles. Creatively agile, having worked on a huge breadth of projects from films and games to fragrance and beauty.

A sympathetic & communicative leader, wildly imaginative, and able to convey ideas in a way that motivates others, armed with the tenacity to adapt to evolving technical challenges. Not only adept at the development of creative projects on a conceptual level but also their artistic and technical execution.

Education

2003 - 2006 **University Of Westminster**

BA (Hons) Contemporary Media Practice. Grade: 2:1

Specialised in game design.

Skills

12+ years experience in Photoshop & Adobe software. 10+ years games design experience. Able to quickly adapt to new software packages as and when required. UI Design and animation. Experience in co-ordinating other designers and developers to meet briefs. Extensive experience working in both PC and Apple environments.

Select Work Experience

2013 – Present

**Graphic Designer /
Creative Consultant**

DisneyMedia+
London (Freelance)

Duties have included creative involvement in developing campaign concepts, early stage mock-up and pitch design, web, banner and game design. Clients include Duracell, Evian, Hasbro, as well as work on Disney IP such as Cars, Star Wars and Alice In Wonderland.

2007 – Present

Graphic/Game Designer
RobotHouseGames

Responsible for all concept, design & audio. Games include "[A Skyrocket Story](#)", "[Tsum Tsum Splash](#)" for Disney, "Total Robostruction", "Evacu-8" for the Super 8 movie and "Feed Our Doughnut Overlords" which was published in 19 territories.

Select Work Experience

2013 – 2015

UK Region Designer

Chanel Fragrance & Beauty

London

As the sole UK Region designer I was responsible for the production of customer-facing in-store apps, interface design for in-store staff facilities as well as the creation of promotional materials, both digital and print. Duties also included the production of wire-frames & briefing documents for external agencies to work to; clearly defining the specs for appearance, animation & user-journey of interactive products.

2012 – 2013

Designer/Lead Creative

DisneyMedia+

London

Combining elements of production, managing external resource & client expectation, design & development. I worked on dozens of fast turn-around online campaigns for the likes of Lego, Barbie & Vtech, culminating in assuming the role of Lead Creative on a co-owned campaign between Disney's Wreck It Ralph & Samsung. Ultimately Samsung Mobiles most successful international campaign to date.

2010

Game Designer

PlayerThree

London

Duties included project conception, design & development. Projects included games & microsites. Notable projects include iCap Rocket Racer, Doctor Who Trading Card site.

2007 – 2010

Graphic/Game Designer

The PPC

London

Responsible for project conception, design & development. Projects included games, widgets and microsites. Notable clients: Warner, Paramount, Capcom, Sega.

2007

Graphic Designer

Mice & Dice

London

Duties included both the design & build of on-line promotional materials such as games, banners, landing pages & newsletters.

Interests

I have a passion for music including writing and recording under the name 'Shenakima'. I also write and illustrate and have self-published one book 'Asleep As The Breeze', with two more in the works. See johnevelyn.com for more.