



WW1 PIGEON
THE SOLDIERS' LIFELINE

OVER HALF A MILLION BIRDS
A 95% SUCCESS RATE

C **V**

SCOTT TIERNEY
CREATIVE DESIGNER

CONTACT INFORMATION

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PERSONAL INFORMATION

Date of Birth: August 13th 1983
Place of Birth: Hitchin
Citizenship: British
Gender: Male

QUALIFICATIONS

Bedford College:
Foundation Art and Design
A Level 3D Design
GNVQ Art and Design Advanced

Samuel Whitbread Community College:
GCSE: Art, Graphic Design, History, Science,
English Literature, English Language, Maths,
Religious Education and Physical Education.

Other:
Eddc Web Design: Intermediate

EMPLOYMENT HISTORY

2011–CURRENT:

Giftware Designer, iHug Ltd

- Taking designs from initial concept and supervising website uploading
- Thinking-up fresh and stylish ranges of products, as well as developing those of the client

T-Shirt Designer, Printed Wardrobe & Kingfisher Ltd

- Producing varied and funky designs that appeal to mixed audiences
- Ensuring all designs can be printed correctly and easily

2010:

Artworker (Temporary), Tesco Stores Limited

- Reworking sites plans – internal and external – to meet new design standards
- Proofing all plans and maintaining the new quality feel

Games Editor / Senior Designer, Phonica Magazine UK

- Writing and Editing articles on current mobile phones, new video-games and industry events
- Designing and producing each issue of Phonica, and other promotional materials

2009:

Fashion / Graphic Designer (Freelance), WeAdmire.net

- Designing fresh and exciting t-shirts
- Studying and researching trends

Adobe CS4 Tutoring, Crem Recruitment

- Tutoring small groups on the basics and fundamentals of the CS4 Suite
- Working on a 1to1 basis with students

2008:

Graphic Designer, Hertfordshire County Council

- Designing a wide range of items; i.e. leaflets, CD packaging, posters, large banners
- Working closely with the in-house printers to maintain high standards

2006-2007:

Graphic Designer/Artworker, Wing Lee Sourcing

- Producing mock-ups, schematics and concept renderings for future products
- Designing leaflets, posters and catalogues in various styles

2004–2006:

Freelance Illustrator/Designer

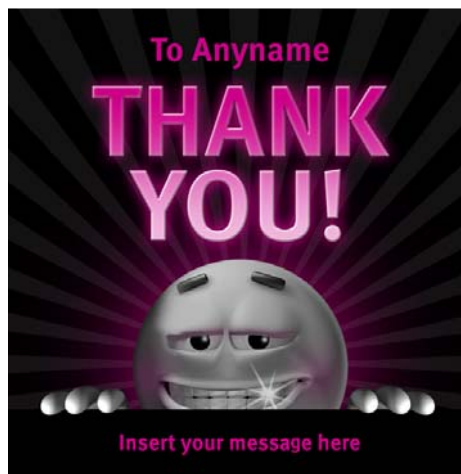
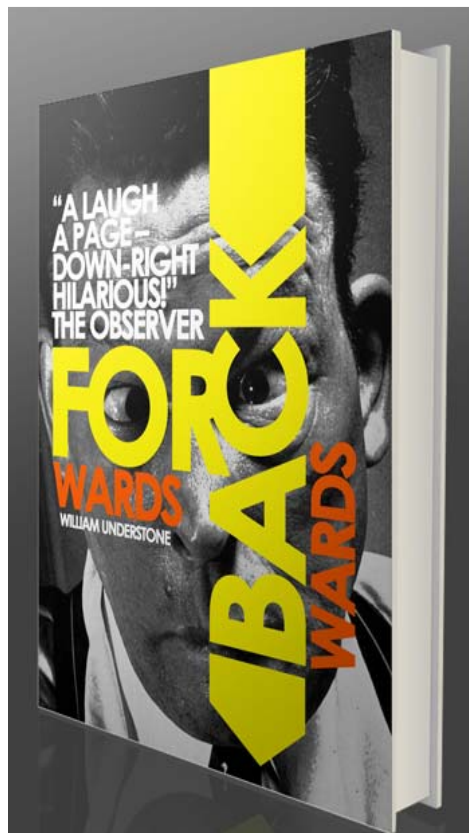
- Building up my profile and sourcing new clients

PROGRAMS USED

Photoshop CS5 Illustrator CS5 InDesign CS5
QuarkXpress Dreamweaver CS5 Coral Draw

KEY SKILLS

Graphic design	Packaging design	Product design
Marketing	Advertising	Writing
Technical drawing	Artworking	New media design
Illustration	Concept design	Tutoring



FUTURE OF MONEY 2011:

THE INTERACTIVE BANKNOTE



To Anyname

You're wonderful You're so sexy

I'm crazy in love with you I can't keep my eyes off you

You're lovely One in a million

My better half, you complete me

I LOVE YOU

You're a beautiful person

A stunner is what you are

You're amazing

I can't stop thinking about you

Thank you

Insert your message here

publicrelay

publicrelay

REVIEWS

WILLIAMS PINBALL CLASSICS

PUBLISHERS: SYSTEM 3
 DEVELOPERS: SYSTEM 3
 FORMAT: XBOX 360, PS3, Wii, PSP
 GENRE: PINBALL
 AVAILABLE: EARLY 2011

SHOOT FOR PAST GLORIES

Pinball, the arcade haven that's getting harder. While newcomers of a vintage like the Atari 2600 and the Game Boy Advance are still being made, pinball is a dying breed. One of the last great pinball games, Williams Pinball Classics, is a fitting tribute to the genre.

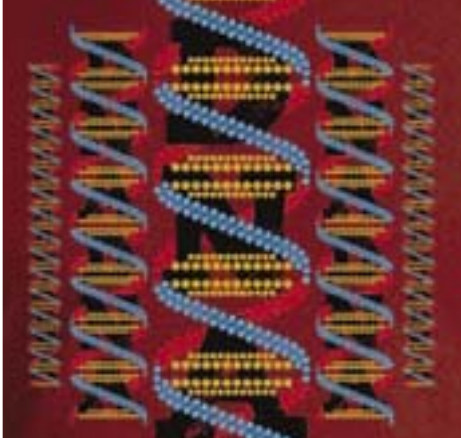
Pinball Classics is a fitting tribute to the genre that's getting harder. While newcomers of a vintage like the Atari 2600 and the Game Boy Advance are still being made, pinball is a dying breed. One of the last great pinball games, Williams Pinball Classics, is a fitting tribute to the genre.

"IT'S BRILLIANT, AND A FITTING TRIBUTE TO THOSE ONCE THRIVING TABLES THAT GAMING FORGOT."

It's not getting as hard as you think. Pinball Classics is a fitting tribute to the genre that's getting harder. While newcomers of a vintage like the Atari 2600 and the Game Boy Advance are still being made, pinball is a dying breed. One of the last great pinball games, Williams Pinball Classics, is a fitting tribute to the genre.

Williams Pinball Classics offers up interesting, fun, and challenging pinball games. It's a fitting tribute to the genre that's getting harder. While newcomers of a vintage like the Atari 2600 and the Game Boy Advance are still being made, pinball is a dying breed. One of the last great pinball games, Williams Pinball Classics, is a fitting tribute to the genre.

58 88/100



INTERESTS

Art & Design:

It's not just my interest; it's my passion. I'm lucky enough to be involved in a profession that I enjoy immensely, and one that I can happily dedicate a lot of my own time to. Whether it is designing a new issue of Phonica, working on new t-shirt for Printed Wardrobe and We Admire.com, or just something as simple as a business card or letter head, the buzz is always there, and that's what makes designing so enjoyable. I've also enjoyed passing on some of my knowledge to other people, with the tutoring I've done for Crem Recruitment. It's really rewarding to see the improvement in their work, as their skills and confidence grow.

Videogaming:

I've always loved gaming, even since an early age when I used to play my Dad's old spectrum X2. But now I feel I have a better understanding of the work that goes into a game, and that makes each title more rewarding. As Games Editor for Phonica, I've reviewed hundreds of games (not all of them good!), spoken with and interviewed those involved in the industry, and have attended promotional events and shows. I've also produced two brief concept works, showcasing a selection of my concept sketches and visuals.

Writing:

Writing is something that I've always enjoyed, and over the past couple of years it's an outlet I've grown with and improved. The majority of my work is gaming-based, as it's a subject I really enjoy writing about. In each issue of Phonica I write a regular feature where I look back on a forgotten game, or one which didn't receive the attention/praise it rightly deserved. It's become a very popular feature (we currently have 20,000+ readers), and I'm currently working on plans to get a collection of them published this year. I also write regular features on mobile phones, a selection of Blog pieces for Suite 101, and occasional articles on sport.

**FOR FURTHER EXAMPLES,
PLEASE VISIT MY ONLINE PORTFOLIO
WWW.SCOTT-TIERNEY.COM**

