Shane Lorenzo Poole

South African **web developer** who designs as well as builds. TypeScript, React and Next.js for clients in Cape Town and Japan, after six and a half years in Japanese game studios.

poole.shane.creator@gmail.com

My LinkedIn

Education

Cape Peninsula University of Technology

National Diploma in Multimedia

2007 - 2009

Bachelor's Degree in Graphic Design

2010

Skills

Visual Studio C++
Visual Studio C#
Unity
NintendoWare Bezel Engine
Game Design and Development
UI/UX Development
Excel, Google Sheets
HTML, CSS, PHP, JavaScript
React
Figma
Notion
Photoshop

Interests

Health And Fitness
Video Games
Drawing
Playing The Guitar
Reading
Music

Other Qualifications

Japanese Language Proficiency Test
N1 Level

Experience

Web Developer and Freelancer

Oct 2024 - Present | Cape Town

Working with two studios as a freelancer, **switching between designer, developer and project-manager roles** depending on what each project needs.

Game Developer and Freelancer

Feb 2023 - Sep 2024 | Cape Town

Freelance IT work across a range of clients while developing my own videogame projects on the side.

Game Developer at WFS, Inc.

Mar 2021 - Dec 2022 | Tokyo

UI developer on mobile titles in **Unity** (**C#**), including licensed anime-IP and action-RPG franchises.

Game Developer at WILL Co., Ltd.

Aug 2016 - Feb 2021 | Saitama, Japan

Built gameplay systems and UI menus primarily in **C++** for titles based on major licensed anime properties.

JET Programme

July 2011 - July 2016 | Saitama, Japan

Taught English at two high schools in Saitama for five years on the Japan Exchange and Teaching Programme as an Assistant Language Teacher.

Web Designer and Developer at Primedia Broadcasting

May 2011 - Jun 2011 | Cape Town

I was part of a media team producing web content for the Cape Town broadcasting group. Here, also, I leveraged my Flash and ActionScript 3.0 skills.

Web Developer at Inxcom

Oct 2009 - Mar 2010 | Cape Town

Joined as a student intern, then continued as a freelancer through early 2010 while completing my studies. Here, I developed mainly in Flash and ActionScript 3.0, when these tools were still relevant.