DEAN MOYNIHAN
FULL STACK ENGINEER

ABOUT ME

✉ dean.moynihan@gmail.com

🗄 Jagex Game Studio LTD

◎ Cambridge, UK

↗ www.awkwardsilence.co.uk

in LinkedIn Profile

TECH STACK

🖥 HTML, CSS, JS, React, TypeScript, MobX, NEXT.js, Tailwind, Webpack, Storybook, UA/GA4, Figma, Unity3D

🗄 Java, Spring Boot, Python, Node.js, Express, C#, WebSockets, SQL, PHP, MongoDB, MySQL

⚙ CI/CD pipelines, Git, NPM/Yarn, Docker, AWS, Heroku, Bamboo/Vercel, Grafana/Prometheus, Bitbucket/Github, Unit and Integration testing suits, JIRA/Confluence

EXPERIENCE

CAREER

FULL STACK ENGINEER
Jagex Game Studio • Player Management • Full time
2025 - ongoing

- Delivering websites, services and tooling that provide the ability for millions of RuneScape players to effectively manage their game accounts
- Collaborating with teams, contractors and designers around Jagex to design and develop systems that deliver consistent and meaningful UX across all products
- Implemented support messing centre integrated across player management infrastructure

↗ Jagex Account Management
↗ Support Messaging Centre

SYSTEMS DEVELOPER (FRONT END)
Jagex Game Studio • Game Operations • Full time
2020 - 2025

- Building and maintaining of internal APIs, services and UIs used by the Support teams
- Developed a handful of bespoke web tools integrating RuneScape's legacy account systems into a modern CRM (Zendesk)
- Led UX redesign and development of Jagex Support infrastructure providing support for millions of players across multiple products

↗ Runescape Knowledge Base
↗ Jagex Support Hub
↗ SCUM Support

FREELANCE WEB DEVELOPER
Contracted work • Part time
2014+

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

PLAYER SUPPORT SPECIALIST
Jagex Game Studio • Full time
2015 - 2020

- 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

UNITY DEVELOPER
Awkward Silence Games • Hobbyist
2010 - ongoing

- Track record of creating enjoyable, award winning interactive experiences in Unity and C#
- Single player and multiplayer online games with Node.js and WebSockets
- Extensive press coverage + seasoned convention exhibitor (EGX Leftfield Collection, Rezzed Indie exhibitor, A MAZE. + Smaller independent conventions)

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

MULTIPLE ONLINE COURSES
Udemy