

John Sear



John started his professional academic career at the University of Manchester where he combined teaching with research. He was a member of the High Performance Computing group studying for a PhD in Computer Vision while also teaching at undergraduate level.

Lured into the games industry by Codemasters, John turned his childhood passion of creating videogames into professional practice. He returned to academia 3 years later when he saw an opportunity to radically alter the games education landscape. He was able to combine both his industrial and academic backgrounds to develop a groundbreaking degree course, specialising in the advanced software engineering required for large scale triple-A game development. The course received recognition from industry for its focused approach to industry and employability. During his 7 years as Programme Leader, John also ran his own digital download games studio specialising in games for iOS devices.

He is co-founder of **wallFour** (<http://wallfour.co.uk/>) - developers of 100+ player feature-length collaborative games for giant screens. Their largest work to date, Renga, was accepted for the SXSW 2012 film festival.

John joined the new £2.4 million ERDF supported West Midlands Digital Cultural Heritage Demonstrator project team in May 2012 as a Senior Technical Developer.

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