

Education 2005 – 2009 Swinburne University of Technology Melbourne, VIC  
*Bachelor of Multimedia (Games and Interactivity) / Bachelor of Science (Computer Science and Software Engineering)*  
*Excellled at game programming, art and visual design* Grade Average: *High Distinction*

Relevant professional experience

**April 2012 – Current** **SAE Creative Media Institute** **Melbourne, VIC**  
*Programming Lecturer*

- Develop and present course content for Bachelor of Interactive Entertainment.
- Tailor a general IT curriculum to games, focusing on C++, DirectX, OpenGL, Unreal, and Unity.
- Coordinate with Design and Art lecturers to produce compatible and consistent course content.
- Give training, tutoring and mentoring to students from varying levels of IT exposure.

**February 2009 – Current** **Contractor** **Various Locations**  
*Programmer/Technical Artist*

- Prototype and develop core gameplay features using C++, Objective C and UnrealScript.
- Design portable and versatile game and engine architecture in an agile environment.
- Create 2D concepts, UI art, pixel art and modern textures for various platforms.
- Create assets and support tools for artists and designers to increase speed and improve workflow.
- Design art, shaders, UI and effects in a production environment.

Significant Projects: International Cricket '09 (*TrickStar Games, Melbourne – shipped 2010*)  
 The Cleveland Show Dance Off (*Angry Pumpkin, Melbourne – shipped 2011*)  
 Zitstorm (*self published, Melbourne – shipped 2011*)  
 Antichamber (*Demruth, Melbourne – shipped 2013*)  
 Dead Static Drive (*Beartastic, Melbourne – in development*)  
 Under Pressure (*Prophecy Games, Canberra*)

**January 2008 – October 2009** **Transmission Games** **West Melbourne, VIC**  
*Programmer/Technical Artist*

- Program and design core gameplay, graphics and user interfaces.
- Work with art and design leads on new game pitches.
- Develop shaders and particle systems.
- Domain Expert – Unreal Engine. Trained and assisted art staff in use of the engine.

Significant Projects: Ashes Cricket '09 (*shipped 2009*)  
 Jane's Advanced Strike Fighter (*shipped 2012*)  
 Sin City (*cancelled*)  
 Rotorhead (*cancelled*)

**2004 – 2005** **Futuretronics Pty Ltd** **Burwood, VIC**  
*Technical Supervisor/Programmer*

- Develop and support software and drivers for PC and console games peripherals.
- Develop marketing content and product packaging.
- Design, test, and research gaming hardware and console peripherals.
- Domain expert: videogames - product testing and hiring policy

**2003 – 2004** **Univex Systems** **Warrandyte, VIC**  
*Programmer*

- Develop embedded systems for portable devices and serial communication interfaces.
- Reverse-engineer software, translating between Delphi, C++ and Visual Basic.
- Design and develop intuitive GUIs using custom components.

**Relevant Unpaid Experience**

2011-2014 Participant in Melbourne's Global Game Jam held by IGDAM

2007 Winner of Australia's eGames & Entertainment Expo EGEMOD Competition  
Category: Best Single Player Level – Celestia

2006 Mod community level design for Unreal Tournament 2004  
Winner of Australia's eGames & Entertainment Expo EGEMOD Competition  
Category: Best Level – DM-Unearthed  
<http://customize.addondb.com/434/dm-unearthed-v2/>

1999-2005 Author of and contributor to Rogue-like computer game projects  
Website development: Abura Tan (Game Development)  
Paint Box (Online Colour Schemer)

**Skills**

Strong vector maths, matrices and quaternions  
Modern AI systems for simulations in games including goal oriented action plans  
Rapid game development and prototyping  
Intermediate networking and database experience  
Problem solving and debugging  
Experience in a number of debugging and profiling suites  
Can easily learn new codebases and development environments

Art fundamentals: anatomy, proportion, colour theory, sketching.  
Intermediate to advanced knowledge of ZBrush and sculpting techniques, texture baking, retopology.  
Modern game concepts such as shaders (previous-gen lighting models and PBR, post processing), advanced shaders (anisotropic/hair, alternative lighting models and special effects), loading and compression

**Applications**

Visual Studio for coding in C++ or C# and good old Notepad++ or SCiTE for Scripts (LUA, Python, Unreal Blueprints and older UnrealScript).  
Experience in C++11 / C++14  
Experience with many other languages and IDEs.

3DS Max, ZBrush, Photoshop  
Flash, Adobe Audition