

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

Professional experience

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.

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*)
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.

Projects: Ashes Cricket '09 (*shipped 2009*)
Janes Advanced Strike Fighter (*slated for release 2011*)
Sin City (*cancelled*)

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

- 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	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.
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 shader maps (normal, AO, albedo, specular, gloss), advanced shaders (anisotropic/hair, fur shell, image based lighting/ramp shaders), loding and compression.

Applications

Visual Studio or any text editor for coding in C++ and Scripts (LUA, Python, UnrealScript).
Experience with many other languages.

3DS Max, ZBrush, Photoshop
Flash, Adobe Audition