

Curriculum Vitae

GAME DESIGN

LEVEL DESIGN

USER INTERFACE

VIRTUAL REALITY

EDUCATION

RMIT University

Master of Animation, Games and Interactivity 2015 - 17

Qantm College

Bachelor of Interactive Entertainment 2012 - 14

RMIT University

Bachelor of Science (Physics) 2010 - 11

Wesley College

Primary School - High School 1999 - 09

ABOUT ME

I am a dedicated and focused individual driven to produce high quality work with a unique flair. I enjoy working in groups immensely as this gives me motivation to match my colleagues' creative potential. My favourite projects to work on include those that feature compelling game concepts that challenge the players' thinking or those that involve developing new solutions for emergent technologies.

EXPERIENCE

International Games Concept Challenge

Bronze Medal - Game Designer 2016

EB Games

Senior Sales Assistant - Third in charge 2007 - Current

SOFTWARE

Unreal 4

Unreal 3

Unity3D

Maya

Axure

Illustrator

Source 2.0

Hammer

SketchUP

Audition

After Effects

Photoshop

INTERESTS

Musician - Electric Bass

Graphic Design and Motion Graphics

Gaming - Competitive, Virtual Reality

Sports - Skiing, Tennis

PLATFORMS

Windows

iOS

Android

HTC Vive

Oculus DK2

Samsung GearVR

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