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About me:

I am a caucasian female from Melbourne Victoria, and I am at least 4th generation Australian. I completed Year 12 (VCE) in 2015 and then went onto study an Advanced Diploma of Professional Games Development (Design Stream) graduating in 2017. I have subsequently been working for the last two and a half years while I find where I want to take my life and career. My primary language is English and is the only one I can fluently speak, and I also know a little French and Japanese. I am also currently learning Mandarin. I am an Indie game developer working in a small team to create a mobile puzzle game.

My passion for IT has originated from playing video games. It first started from modding games such as Minecraft, building my systems and then moving to make my games on Game Maker. It wasn't until I was finishing year 12 that I realised that information technology was something that I wanted to pursue a little more, it wasn't until the start of this year that I decided that I wanted to pursue it as a career.