

## Profile

I am a game programmer, software engineer and a graduate of an Advanced Diploma of Professional Game Development at the Academy of Interactive Entertainment (AIE) in Melbourne. Having great dedication and passion for game development, I am self-motivated and always actively learning more about game development and software engineering.

## Skills

C#	Linq	Unity	Project Management	Code Design and Architecture	OOP
Visual Studio / Code	C++	Git / Sourcetree / GitKraken	SOLID Principles	Regex	

## Projects

*Walkie Talkie* - [rlst.github.io/walkietalkie](https://rlst.github.io/walkietalkie)

*First Person Adventure Game - Wicked Fiction, Remote, Dec 2019 - Ongoing*

- Designed, architect and implement all systems in the game from scratch
- Help market the game by being active on our discord server and posting progress videos
- Ensure technical documents are up to date
- Maintain and keep codebase clean and organised
- Help designer increase productivity by creating a node based dialogue editor

*StormRend: Realm in Ruin* - [rlst.github.io/stormrend](https://rlst.github.io/stormrend)

*Major Final Project - AIE, Melbourne, 2019*

- Ensuring codebase is clean, flexible and well architected.
- Responsible for implementing the main core systems ie. stackable state machine, user input controller.
- Developed the AI system and behaviour editor.
- Assist designers by creating various tools such as map editor and ability & effects editor

*BhaVE: Behaviour tree Visual Editor* - [rlst.github.io/bhave](https://rlst.github.io/bhave)

*Personal Project, 2019*

- Designed, architected and programmed the entire project from the ground up including drawing some of the icons.
- Planning to release the project onto the Unity asset store.

*Dirty Chef Yoga* - [rlst.github.io/dirtychefyoga](https://rlst.github.io/dirtychefyoga)

*3 Day Game Jam - AIE, Melbourne, 2019*

- Responsible for implementing the player controller, burger ingredient stacking system, cooking stations, interaction system between stations, hooking up animations, audio and particle FXs.

## **Employment History**

*Team Member, Bunnings: West Footscray, VIC – 2011-2018*

- Help increase stock flow by 10% and reduced waste output
- Provided practical knowledge and assistance to customers on their DIY projects

*Small Business Marketing Specialist: Brisbane, VIC – 2010-2011*

- Incorporated a company and maintained business aspects such as accounting and stock-keeping
- Help clients implement effective marketing strategies to increase their bottom line

*Self-Employed: Ronin Handyman Services: Brisbane - Sep 2009-Jun 2010*

- Establish relationships with local real estate agents.
- Worked on various jobs from painting, tiling, cleaning and general repairs and maintenance at properties around Brisbane area.

*Contract Driver, Schenker Australia: Sydney – 2009*

- Sort, load and delivered light to heavy bulk parcels all around Metro Sydney.
- Navigation, planning and business accounting.

*Retail Team Member, Kmart Australia: Brisbane – 2007-2008*

- Provided quality customer service and advice.
- Kept inventory and store shelves stocked and well displayed.

## **Education**

*Academy of Interactive Entertainment: Melbourne, VIC – 2018-Present*

- Advanced Diploma of Game Development (Programming), 2nd Year
- Successfully completed a Diploma of Digital and Interactive Games in 2018
- Learning physics, computer graphics, complex data systems, extended reality systems and professional production.

*Glenala State High School: Inala, QLD – 1999-2003*

- Completed Year 12 in 2003 and acquired Year 12 senior certificate

## **Self Study**

*Books:* Computer Graphics Programming in OpenGL with C++,  
Mathematics for Computer Graphics and Game Programming,  
Game Development Patterns and Best Practices, Game Physics Cookbook

*Udemy:*

Complete C# Unity Developer 2D & 3D.

*Podcasts:*

Coding Blocks.

*Youtube:*

Brackeys, Jason Weinmann, Sharp Accent, Chernob.