

## SUMMARY

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I am a software developer and specialise in C#/ASP/dotnet, Unity, VR/AR, as well as web development (Javascript/Node/Agile/React). I have extensive experience in designing and implementing software solutions for large national businesses and SMEs from a broad range of requirements. I am very quick to understand new systems, frameworks and concepts and I am able to provide high quality customer service and service delivery.

I have 2 diplomas in software development as well as 4 years' experience at a medium-sized software company where I worked on many projects within various teams, and individually. Most of my working experience is in Unity creating business solutions and training apps, and I also maintain strong interest and skills in web development.

## KEY EXPERIENCE AND SKILLS

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- ◆ 4 years' experience designing, implementing and maintaining multiple solutions and projects across multiple platforms including VR/AR, Web, desktop and mobile apps.
- ◆ Advanced communication skills from a lifetime of customer-facing roles.
- ◆ 4 years of seeing multiple projects through from inception to client handover.
- ◆ Quick to learn new frameworks and systems on the job.
- ◆ Solid experience with a wide variety of development tools including Jira, AGILE, git, plastic, Confluence/documentation, and more.
- ◆ Stack: Unity/C#, VR/AR/MR, .NET, Android, iOS, PlayCanvas/JS, FMOD, Shader Graph, Blender, Ableton Live, and some Unreal.

## TERTIARY EDUCATION

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Diploma of Systems Technology (Web Development) - Coder Academy Brisbane 2020

Diploma of Systems Technology (Software Engineering) - Yeronga TAFE 2002

Cert IV Training & Assessment - 2014

Bachelor's Degree in Human Movement - QUT 2015

## CAREER HISTORY

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Software Developer (Maxart Technologies)	2020-2024
Office Manager (Audrey Page & Associates)	2019
Receptionist (Physio on Brunswick)	2016-2017
Student: Bachelor in Human Movement (QUT)	2010-2015
IT/Desktop/Executive Support (EPA)	2007-2010
IT Studies (Excom)	2006

## WORK EXPERIENCE

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### MAXART

2020–2024

*Software Developer*

*Brisbane*

- Led cross-functional collaboration with developers, artists, and managers to deliver client-focused solutions, while maintaining direct communication with clients to understand and address their needs.
- Independently managed projects using Jira, ensuring timely task completion and effective prioritisation in a fast-paced environment, working on over a dozen applications at various stages of development.
- Developed robust LMS integration systems for multiple apps using CRUD methodologies, enhancing app functionality and scalability.
- Worked with, and ported applications simultaneously across multiple VR headsets including Meta Quest 1/2/3/Pro, PCVR, Vive, Pico, PSVR1/PSVR2.
- Worked on a game project (title under NDA) that had sold over a million copies across multiple VR platforms, creating core gameplay and UI improvements while working closely with the client.
- Individually modified aforementioned game for a one-time expo featuring gameplay and UI changes to advertise a major credit card company.
- Worked on a multitude of project timelines ranging from 3-month contracts to ongoing multi-year contracts, sometimes joining the development team midway through a project or towards the end.
- Worked on projects ranging in cost from < 100K to million-dollar-plus for major companies.
- Worked on projects with rapid development time for a critical delivery schedule. One VR app for a lunar lander company required a 4-week turnaround involving a multitude of technologies we had not used before, and delivered successfully. (VR, multiplayer, synchronised and using co-location.)
- Rapidly developed prototypes for several apps in less than 7 days.
- Worked on solutions for companies in industries including: energy production & resourcing, retail/grocery, space exploration, sporting/doping control, electronics, personal security, logistics & transportation, warehousing & heavy vehicles, home appliances, gaming (i.e non-business games).
- Documented the entire developer process and workflow for beginners in a confluence/wiki page including design patterns, code formats, version control and project guidelines.
- Consistently followed SOLID/DRY coding practices as well as implementing common design patterns such as the observer, singleton, state, MVC, MVVM, component and service locator patterns.
- Worked on several projects which won several 'LearnX' awards across 2020-2024.
- Won the employer's 'Developer of the Year' award for 2022.

### Audrey Page & Associates

2018-2019

*Office Manager*

*Brisbane*

- Independently managed office operations, including answering calls, welcoming clients, and scheduling appointments, ensuring smooth day-to-day functionality.
- Took ownership of time and resource management, working autonomously to prioritize tasks and meet operational needs.
- Handled diverse administrative tasks, including errands and office upkeep, ensuring an efficient and well-organized workspace.

### Physiotherapy Clinic

2016-2017

*Receptionist*

*Brisbane*

- Managed front-desk operations, answering phones, booking appointments, and providing a friendly, efficient service to all clients.
- Streamlined scheduling processes, ensuring accurate and timely appointment bookings for customers.

**Environmental Protection Agency (EPA)****2007-2010***IT Helpdesk Support | Desktop Support | Executive Support**Brisbane*

- Promoted to Desktop Support & Executive Support roles, resolving hardware and software issues across a 16-floor government building, ensuring seamless operations for staff.
- Personally assisted with deploying thousands of PCs across QLD at various parks & wildlife/ranger stations.

**INTERESTS**

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- **Interests:** Gaming & game dev, fitness (gym, ultimate frisbee, swimming, bouldering), movies, travel, making music
- **Currently playing:** Dark & Darker, The Forever Winter, L4D2. *Excited for Alien Isolation 2 & Stalker 2!*

***References provided upon request***