

Ronan Blackburn

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Overview

My name is Ronan Blackburn, and I am a passionate game designer who wants to create games for many people to enjoy. While my main role through university was game designer, I am also proficient in C# and HTML. While in university, I was able to work in many different roles which allowed for the development of skills that exceed just game design.

Portfolio: https://ronanthered3.github.io/Ronan_Blackburn.github.io/index.html

Education

Clairvaux Mackillop College 2019 – 2020

Certificate IV in Crime and Justice

Queensland University of Technology 2021 – 2023

Bachelor of Games and Interactive Environments; Major: Game Design; Minor: Software Technologies, Interaction Design

Experience

Royal Brisbane and Women's Hospital | Project Manager | March 2023 – November 2023

- Capstone project for university where I worked with a team of four to create a VR game for Burns Unit at the RBWH.
- Worked directly with the nurses and head of the Burns Unit to create a game which would help patients who are in rehabilitation for their burns.
- Play tested our game with one of the patients and received valuable feedback which allowed the team to further improve on the game.
- The game was mentioned during a conference with other Hospitals around Australia to showcase the idea of using VR for further rehabilitation.

Skills & abilities

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| • Time Management | • Ability to work in a group and manage group activities |
| • Communication | • Trustworthy |
| • Problem Solving | • Commitment to project completion |
| • Willingness to learn | • Creativity |