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🔗 <https://sir-apple.github.io/>

EXPERIENCE

APPLICATION DEVELOPER / Internship

Premier Ducts

August 2021 – March 2022, Brisbane, QLD

- Worked in the company's office with a small group of developers (three, including one senior developer). My responsibilities included designing and implementing the front-end and user experience of an internal application used by duct workers in the workshop. I also programmed several app features, including generating new stations using C#. Initially, the app was meant to be developed with Unity Engine and C#, but it was later switched to Xamarin.
- My primary responsibility was ensuring that the app met the requirements necessary for managing the duct workers, allowing them to track their work in each station more easily. The app is mainly used by workers on their company-provided phones.
- Skills: MySQL, Frontend development, C#, Unity Engine, and Xamarin.

PROJECTS

Epoch 2140

Epoch: <https://medium.com/@Epoch2140> • April 2023 – Present

- Worked with the Epoch 2140 client on a sport-style Trading Card game project.
- Created a Frontend landing page for Epoch 2140 using HTML, CSS and JavaScript.
- Created a user Interactive Booth to get to know more about the game using Unity and C#.
- Creating an Epoch Trading Card Game (Epoch Bash) using Unity and C#.
- Skills: Game development, Frontend development, HTML, CSS, JavaScript, C#, Unity Engine.

Old Government House AR Simulator

Wicked Storytelling: <https://wickedstorytelling.com/> • February 2022 – November 2022

- In a group of 3-4, implemented the simulator's features with another programming team member. Worked on the user's virtual camera and created interactive radios, doors, menus and main menu using Unity Engine and C#.
- Created level using Unity Probuilder. Researched the historical objects that used to be in the Old Government House and their positions. Modelled 3D objects with Blender: chairs, tables, stairs, cabinets, and doors. Created condensed game design documents to clearly define the product's features, performance, interface, and user experience.
- Throughout the project, I collaborated with the development, design, and testing teams to ensure the product was completed to the highest quality.
- Skills: Project management, Game development, Blender, 3D Modelling, Unity Engine, C#.

Coding In The Park

Queensland University of Technology • February 2019 – November 2019

- In a group of five, responsible for designing and implementing the website's front end using HTML and CSS. Also contributed to the development of back-end interaction using MySQL and PHP. Additionally, created a few games on the website using JavaScript, specifically puzzle games.
- Created product requirement documents outlining the product's features, performance, interface, and user experience to ensure that the product was clearly defined.
- Throughout the project, I collaborated closely with the development, design, and testing teams to ensure the product was completed to the highest quality. I provided regular updates to the Scrum Master to maintain team efficiency.
- Skills: Project management, Frontend development, HTML, CSS, JavaScript, PHP, MySQL.

EDUCATION

BACHELOR OF GAMES AND INTERACTION ENVIRONMENTS (Game Design)

Queensland University of Technology • Brisbane, QLD • 2022

BACHELOR OF INFORMATION TECHNOLOGY (Information Systems)

Queensland University of Technology • Brisbane, QLD • 2019

SKILLS

- Tools: Visual Studio, Git Unity Engine, Unreal Engine, Blender, Xamarin, Android Studio, Microsoft 365
- Game Design, Programming, Theory and Mechanics, Web and App development
- Data/ Business Analysis
- Database Management, Data Structures and Algorithm Modelling, Information Security
- Programming languages: C#, C++, (HTML), CSS, Java and JavaScript, MySQL