

**Career Goal**I would like to develop myself as a software developer working with interactive games. I have a growing interest in the VR/AR scene as I believe it will bring gaming to a whole new level. Once I have accumulated some experience, I would like to see where it takes me.

Action Script

HTML

PHP

Java

**Interests**

**Transferable Skills**

**Programming Languages**

SQL

**Undergraduate Software Developer**

rory.hiscock@hotmail.com  
0401 809 406  
Brisbane

**Contact**

Rory  
 Hiscock

**Education**Bachelor of Multimedia  
Griffith University

Graduate Jul 2019

**Skills developed**

* Unity 2D/3D game engine
* Photoshop and Illustrator
* Creating appropriate UI’s
* Server-side interaction
* Working with small groups

GitHub Examples: **github.com/Swisheh/Portfolio**

C#

**References**

|  |  |
| --- | --- |
| **Professional Reference**  Stavros Kalaitzidis  Previous Manager at Toys ‘R’ Us  Contact Phone Number: 0422 504 235 | **Professional Reference**  Stephen Mckinnon  Previous Manager at Toys ‘R’ Us  Contact Phone Number: 0468 848 408 |

C

**Other Skills** Manual Driver’s License

Certificate 2 in Business

**Work Experience**

**Unity Developer**

Blurred Minds (blurredminds.com.au)

Jul 2018 – Oct 2018

**Achievements**

* Project leader
* Rebuilt existing game (BACtoZero) to match the company’s aesthetic

**Responsibilities**

* Collecting new models and animations to fit the games theme
* Building appropriate UI to instruct the player
* Writing the project plan
* Delivering test builds to the client
* Making changes due to test feedback
* Implementing new features and functions

**Senior Associate**  
Toys ‘R’ Us

Jul 2009 – Aug 2018

**Achievements**

* Set up 3 new stores (Robina, North Lakes, Toowoomba) including merchandising, hiring and training new staff.
* Responsible for picking and packing online orders for Christmas 2016
* Running the storeroom through 2017 - 2018

**Responsibilities**

* Cash handling
* Managing teams of new associates
* Book keeping
* Stocktake
* Ensuring customer satisfaction

C++

Team Work

Time Management

Financial Management

Creative Thinking

Sales and Marketing

Board Games

Computer Games

Leadership

Verbal Communication

Virtual / Augmented Reality

Game Development

Programming

Dungeons & Dragons