

Simon S. Freeman

34 READING DR., ALEXANDRA HILLS 4161 QLD
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SUMMARY: Honest and reliable young professional who works well independently or as a member of a team. Has excellent time management skills and experience with DarkBASIC, Unreal Engine and a great interest and knowledge base of sound and music.

EDUCATION: **Qantm College: Brisbane Campus**, 2008-2010
Bachelor of Interactive Entertainment
Major: Games Design
University of Queensland: Ipswich Campus, 2005-2006
Southbank Institute of TAFE: South Brisbane, 2004
Diploma of Music (Performance)
Alexandra Hills State High School, 1999-2003, OP 10

EXPERIENCE: **Projects**
Avalon: The Fallen
• Audio Design
• Game Design
Operation: Eagle Scream
• Project Management
• Game Design
Metroid Prime: Zero Mission
• Level Design

Prototypes
Carcinoma!
• A serious game aiming to instruct medical students about skin cancer recognition.
Cannonize
• A turn-based game using cannons and strategy
Cosmo-Knight
• A fast-paced, top-down shooter game.

WORK EXPERIENCE: **QML Pathology**
• Biochemistry Lab Assistant – Preparing samples for testing, liaising with doctors and medical professionals.

PROGRAMS KNOWN:
• Autodesk 3ds Max
• Unreal Development Kit
• DarkBASIC Pro
• Adobe Photoshop, Illustrator and Flash
• Propellerhead Reason 4.0
• FL Studio
• Sony Sound Forge 9.0
• Logic
• Microsoft Office