

# Simon S. Freeman

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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 in sound and music.

**EDUCATION:** **Qantm College: Brisbane Campus**, 2008-2010  
Bachelor of Interactive Entertainment.  
Major: Games Design  
**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  
• Level 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  
Flasher  
• Sandbox game where the player flashes others and avoids arrest

**WORK EXPERIENCE:** **VR Solutions**  
• Audio Designer – Arranged music and sound within a game world to create an authentic military 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  
• Vizard 3.0  
• Adobe Photoshop, Illustrator and Flash  
• Reason 4.0  
• FL Studio  
• Sound Forge  
• Microsoft Office