

# RESUME

of

## SIMON FREEMAN

### PERSONAL CHARACTERISTICS

I am an honest, reliable and highly motivated young professional who is truly passionate about game design. I also have a lifelong interest in sound, music and level design.

I have exceptional skills in level, mechanic and game design, am highly ambitious, and strive to develop gaming experiences that are truly exceptional.

Ultimately, I wish to develop my skills and capabilities in game design in order to develop gaming experiences that are exceptional enough to be presented at major gaming exhibitions, such as E3 or the Tokyo Game Show.

**Name** SIMON FREEMAN

**Website** <http://www.visual-talents.com/freeman>

**Education And Qualifications** 2010  
Completed studying Bachelor of Interactive Entertainment (major in Games Design) at Qantm Brisbane – transcript available on request

2004  
Completed studying Diploma of Music at Southbank Institute of TAFE

2003  
Completed Grade 12 at Alexandra Hills State High School

**Hobbies & Interests** Gaming, Music, Animation, Motorcycling, Modern Jive, Reading

# SKILLS INVENTORY

## CORE COMPETENCIES

- 3D Modelling
- 3D Animation
- Level Design
- Game Design
- Narrative Writing
- Character Development
- Scripting
- Storyboarding
- Project Management
- Audio Design
- Music composition
- Player psychology
- QA/testing
- Scriptwriting
- Prototyping
- Communication

## PROGRAM COMPETENCIES

- DarkBASIC Pro
- Propellerhead Reason 4.0
- Avid Pro Tools
- Sony Acid
- Autodesk 3ds Max
- Vizard 3.0
- Sony Sound Forge
- FL Studio
- Unreal Development Kit
- MS Project
- Adobe Photoshop
- Adobe Flash
- Adobe Creative Suite
- MS Office Suite
- Unity
- Notepad ++

## EMPLOYMENT HISTORY

- **Anger Issues Interactive**  
Roles included:
  - **Game Designer** for Flasher
    - Documented the design of the game
    - Created a prototype and tested the game
  - **Audio Designer** for Avalon the Fallen
    - Worked as part of a team to produce an interactive project.
    - Designed the audio elements and implemented them within the game world.
    - Assisted with testing and bug tracking throughout the project.
- **Snapdragon Interactive**  
Roles included:
  - **Project Manager** for Operation: Eagle Scream
    - Lead a team through the creation and development of the game
    - Assisted with the design, documentation and testing of the game
    - Liaised with the project's producer in order to complete the game on time and within budget
- **VR Solutions**  
Roles included:
  - Worked as part of a team to produce an interactive project.
  - **Audio Designer**
    - Designed the audio elements and implemented them within the game world.
  - **Level Design**
    - Worked within a team to produce the level design of the project.

- **Myer**  
Roles included:
  - **Customer Service Assistant**
    - Worked with others to provide high quality customer service.
    - Liaised with customers over the phone and in person.
  
- **QML Pathology**  
Roles Included:
  - **Laboratory Assistant**
    - Prepared specimens for testing to rigid and high standards.
    - Managed time to allow for effective and thorough processing practices.
    - Liaised with doctors and other medical professionals regarding patient care.
  
- **Subway**  
Roles Included:
  - **Shop Assistant/Night Closer**
    - Assigned tasks to staff as a team leader and evaluated member performance against high standards.
    - Balanced registers and petty cash while reviewing store before securing it overnight.
    - Reviewed projected sales for shifts and prepared the store accordingly, ensuring sure that enough food was on-hand.
    - Dealt with customers quickly and efficiently while handling complaints in a calm, professional manner.

## REFERENCES

References will be supplied upon request.