

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
Residence	34 Reading Drive Alexandra Hills, Brisbane QLD 4161
Contact Details	(m) 0423 258 747 (h) 07 3824 3954
Email	simonsfreeman@gmail.com
Website	http://new-growth.com/freeman/
Education And Qualifications	<p>2010 Completed studying Bachelor of Interactive Entertainment (major in Games Design) at Qantm Brisbane – transcript available on request</p> <p>2004 Completed studying Diploma of Music at Southbank Institute of TAFE</p> <p>2003 Completed Grade 12 at Alexandra Hills State High School</p>
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
- Interactive Design
- Project Management
- Audio Design
- Music composition
- Player psychology
- QA/testing
- Scriptwriting
- Prototyping
- Communication

PROGRAM COMPETENCIES

- DarkBASIC Pro
- Propellerhead Reason
- Avid Pro Tools
- Sony Acid
- Autodesk 3ds Max
- Python (Vizard 3.0)
- Sony Sound Forge
- FL Studio
- Famitracker
- Unreal Development Kit
- MS Project
- Adobe Photoshop
- Adobe Flash
- Adobe After Effects
- Adobe Creative Suite
- MS Office Suite
- Unity
- Html/css/xml (Notepad++, Xcode)

EMPLOYMENT HISTORY

- **Roam Interactive**
Roles included:
 - **Project Lead**
 - Utilized all the skills present within a team to produce an interactive project within scope and to a high quality.
 - Liaised with sales representatives and clients regarding project scopes and plans.
 - Ensured correct documentation and quality assurance measures were taken to ensure high quality projects.
 - **3D Modeller**
 - Used architectural and developmental plans to model realistic and high detail buildings within a time frame.
 - Utilized a knowledge of multiple programs to detail and texture models.
 - Used lighting and effects to create an appropriate atmosphere for finished models.
 - **Interactive Designer**
 - Used an in-house engine to develop and create a number of interactive projects for both PC and iPad.
 - Edited existing projects to include new features.
 - Designed the UI for a number of interactive projects.
 - Tested projects and documented bugs.
 - Documented interactive development.
 - Populated current models to bring atmosphere and the feel of life to interactive.
- **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.