

EMPLOYMENT

Community Manager **Sulake** **November 2014 – April 2016**

Hotel Hideaway

- Increased community engagement.
- Implemented informal audience surveying to gauge emotional reactions towards new updates.
- Performed QA tasks on the live version to identify problems missed by internal QA team before users encountered issues.

Engineer, Producer **Mutiny Productions** **February – December 2015**

Relinquish

- Took a leadership position in the team, provided guidance via creation of design documents and project management positions.
- Developed tools to improve art pipeline and decrease integration times.
- Created a procedural difficulty system using past player performance and current progress level.
- Ported game from Unreal Engine 4 to Unity 5 to increase platform compatibility and team productivity.

Social Media Manager **Rotaract** **April 2013 – January 2015**

Auckland City

- Increased member engagement by successfully implementing a social media presence.
- Used Facebook Ads and grassroots marketing to increase new memberships.

Lifeguard **Auckland Council** **April 2013 – January 2016**

Auckland City

- Held community events to increase youth swimming participation.

EDUCATION

Auckland, NZ **Media Design School** **2013 – 2015**

- B.SE in Software Engineering with a focus on Game Design.
- Capstone Paper: An Analysis on Methods for Defining and Detecting Emotions in Music for Application in Video Games.
- Undergraduate Coursework: Business and Marketing; Physics; Engine Development; Sony Platform Development; Graphical Programming; Artificial Intelligence Development; Software Architecture.

TECHNICAL EXPERIENCE

Projects

- **Relinquish** (2015). Endless First Person Shooter game, built in Unity, successfully implementing VR via the Oculus Rift. C#, Unity, Oculus Rift
- **Shape Recognition for PlayStation Vita** (2015). Created touch recognition for shapes with fuzzy detection for poorly drawn shapes. C++, PS Vita
- **Balance Fighter** (2014). Couch multiplayer physics game, team built using custom engine. C++, DirectX10

ADDITIONAL EXPERIENCE AND AWARDS

- **RYLA (2013)**: Rotary Youth Leadership Award – Youngest awardee in district.
- **Microsoft Student Accelerator (2014)**: Participated in the accelerator using C#.NET, created Forex UWP app.

Languages and Technologies

- C++; C#.NET; Twitter API; PHP; HTML; Wordpress
- Visual Studio; Unity; PlayStation 4; PlayStation Vita; Unreal Engine 4; Oculus Rift