

# Cameron Bennetts

0411 195 582

[cameronbennetts@gmail.com](mailto:cameronbennetts@gmail.com)

[deepfry3.github.io](https://deepfry3.github.io)

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## SUMMARY

I'm an energetic, detail-oriented and motivated individual passionate about game design and programming. In 2022, I will complete my Game Programming course at the Academy of Interactive Entertainment, and am eager to continue to grow my skills and knowledge in any casual, part-time or full-time industry role.

With over six years of experience in customer service, administrative work and management, I thrive under pressure and enjoy exceeding targets whilst striving to contribute to a fun, engaging and positive workplace.

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## AVAILABILITY

Current: Part-time/casual: Thu-Sun – up to 30 hours per week  
Dec '22 onwards: Full-time: Mon-Sun

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## PROJECT EXPERIENCE

Since learning beginner Visual Basic and HTML in secondary school in 2012, I've been using GameMaker as a hobby. After having participated in a few online game jams, I enrolled at AIE.

I've worked on AIE assessments using mostly C# and C++ in Visual Studio, with major team-based projects developed in the Unity engine, as well as libraries such as OpenGL and Assimp to develop a renderer (and shaders) and gain an understanding of the graphics pipeline.

I'm very familiar with project and team management for small-sized teams, and development libraries to support features such as networking, or mobile and mixed reality development.

I love learning about new tools (eyeing Godot for my next project), and working on things that I and my colleagues can be proud of.

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## SOFTWARE PROFICIENCY

Proficient in C++ and C#. Actively learning applications of other languages such as Lua, JavaScript, Swift and Python, and am able to easily pick-up other OOP languages.

Highly proficient in standard administrative software such as Microsoft Word, Excel, etc., in addition to game development software, including:

- Unity and GameMaker
- Git, including clients such as GitKraken and GitHub Desktop
- Project management software such as Jira, Trello, and Hack'n'Plan
- Visual Studio IDE

I also have familiarity with some design and art tools such as Figma, Adobe XD and Photoshop.

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## EMPLOYMENT

### **KFC Australia**

Feb 2014 – Jan 2018

Customer Service Team Member

- Various roles including cash handling, customer service, product prep and cleaning.

### **Probe Group / Australian Taxation Office**

Jan 2018 – Jan 2020

Service Desk Analyst

- Managing up to 40 inbound calls per day, providing ICT support to ATO staff.
- Troubleshooting/resolving/escalating tickets from phone, email and web contact.
- Managing ongoing tickets, requests and work orders.

Service Desk Specialist

- Providing technical knowledge for onboarding and existing staff.
- Driving staff to improve KPI results and client satisfaction.
- Overseeing and managing client complaints, and IT security incidents.
- Aiding in general administrative work.

Operations Manager

- Managing communications between centre management, staff, and clients.
- Managing staff payments and KPIs/OTEs.
- Producing weekly, monthly, quarterly and annual business reviews.
- Designing and managing tools to track staff and centre performance.
- Providing drill-down reports and insights into staff and centre performance trends.

### **Australian Electoral Commission**

May 2022

Temporary Assistant & Scrutiny Assistant (ROM)

- Managing, sorting and packaging of materials and ballots according to AEC standards.
- Safe transport and delivery of sensitive materials between locations.
- Counting and scrutinizing of ballot papers.

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## EDUCATION

**Victorian Certificate of Education**

completed 2015

**Diploma of Information Technology**

completed 2021

**Diploma of Screen and Media**

completed 2021

**Advanced Diploma of Professional Game Development**

completion late 2022

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## REFERENCES

To help protect my references' privacy, please contact me for references as this document is publicly-accessible.