

Cameron Bennetts

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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.

AVAILABILITY

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

PROJECT EXPERIENCE

Since learning beginner Visual Basic and HTML in secondary school, I've used 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.

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.

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.

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

REFERENCES

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