

#### **ABOUT**

I am a Game Designer, proficient at 3D Modelling in Maya and using the Unity engine.

I hold a firm belief that to live is a pursuit to create things that we care about. Giving up this pursuit is to slowly die while living. It is from this mentality that I always strive to improve myself.

# **DETAILS**

**Mobile:** +61 424 787 309

Fmail:

jovangamer430@gmail.com

Showreel (30 seconds): https://youtu.be/9IGHIabQz6k

Portfolio Website: https://iamjcat.github.io/

### **EDUCATION**

Oberon High School 2015–2017 VCE Yr 12

Geelong, Victoria, Australia

RMIT 2018-2019

Diploma & Advanced Diploma of Screen and Media (Interactive Media)

Melbourne, Victoria, Australia

RMIT 2020-2022

Bachelor of Design (Games) with **Distinction** 

Melbourne, Victoria, Australia

### **TECHNICAL SKILLS**

Maya	Unity	Substance Painter
Photoshop	After Effects	Premiere Pro

## **ACHIEVEMENTS**

Completed RMIT Bachelor with Distinction.

Excellence Award in Games from IM Grad Showcase.

## **HOBBIES**

I'm a deep thinker and I always look into the Natural Laws that binds reality. Specifically, the 7 Hermetic Principles. Doing this allows me to quickly understand people and why things are the way they are.