

OBJECTIVE

I use my technical and creative experience working in a large variety of problem areas to provide meaningful, elegant solutions to difficult, ambiguous problems.

SKILLS

LEADERSHIP AND MANAGEMENT:

- Working in both agile and waterfall methodologies and frameworks, such as Scrum, Spiral, and Incremental.
- Organising and allocating tasks based on requirements, skills, deadlines and dependencies.
- Directing various creative and technical implementations of features, including art, design, UX and programming.

PROGRAMMING

- Javascript (Angular, Durandal, Knockout.js, JasmineJS), JQuery, HTML, CSS.
- C# (Selenium Framework), Java (JavaFX), Python, Unreal Blueprints.
- Implementation of various software design patterns, algorithms, data structures and object-oriented programming concepts, testing methodologies.

RESEARCH AND ANALYSIS

- Skilled at conducting collaborative, user-directed and open-ended user testing methods.
- Skilled at ideating, iterating and implementing features to provide business value in a multitude of problem areas.
- Communicating and negotiating requirements with various stakeholders.

SOFTWARE

- Adobe Suite (Illustrator, Photoshop, Adobe XD, After Effects, Premiere Pro)
- Autodesk Maya: modelling, texturing, lighting, rendering.
- Unity: Lightweight Render Pipeline, optimising desktop and mobile titles, UI/Gameplay Programming and Scripting
- Unreal Engine 4: Manipulation of PBR Materials with Blueprints, 3D blocking, lighting, gameplay programming and level design.

EMPLOYMENT:

JUNE 2019-PRESENT: AUSTRALIAN TAXATION OFFICE: APPLICATION DEVELOPER

- Team UX champion and proxy Scrum Master
- Front-end web development and testing in a professional environment.

APRIL 2017-JUNE 2019: VAPIANO GARDEN CITY: PASTA CHEF

- Focus on communication, efficiency and teamwork to deliver results in the kitchen.

PROJECTS:

AT THE EDGE OF THE WEST: Handled all design and development work.

- (Personal solo project). A western themed, tabletop roleplaying game.

UNIVERSITY OF QUEENSLAND

- Capstone Project: *Crimey Boyz*: **Game/Level design, programming, technical art direction, testing, product ownership.**
 - o An asymmetric party game made in Unity for desktop and mobile devices using the Lightweight Render Pipeline and MLAPI.
- Physical Computing: *Rickety Spaceship Simulator*: **Game design, programming, technical art, research, testing.**
 - o An asymmetric team-building game made in Unity using several different control methods.
- Social/Mobile Computing: *Better Habits Battle Royale*: **Researcher, UI/UX designer.**
 - o A mobile application designed for behaviour change using gamification, motivation and therapy techniques.

PURDUE UNIVERSITY

- Principles of Interactive Media: *The Landlord's Guest*: **Team Leader, Game Designer and Programmer.**
- Introduction to Game Development: *Kinesus*, *Obelisk of Insanity*: **Game/Level designer, programmer, technical art.**
- Introduction to Animation: *The End of Autumn* (Production Plan): **Team Leader/Director, environment modelling.**

EDUCATION

2017- 2019: **UNIVERSITY OF QUEENSLAND: BACHELOR OF INFORMATION TECHNOLOGY (USER EXPERIENCE)**

- Design Society

2018: **PURDUE UNIVERSITY: EXCHANGE STUDENT**

- Purdue SIGGRAPH, Game Developers United, Asian American Association, Dungeons and Dragons, Purdue Swing Dance.

2012-2016: MANSFIELD STATE HIGH SCHOOL

REFERENCES

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