

All-rounder **Game Developer** at SMG Studio

Multiple self-published games with 1 million+ downloads

Work Experience

- **SMG Studio**

All-rounder programmer working across gameplay, UI, physics, plugins, version control, and intra-team communications.

Fast and Furious: Takedown (iOS, Android)

ThumbDrift (iOS, Android, Apple TV)

Death Squared (PS4, XBOX ONE, PC)

Hasbro Risk (iOS, Android, Apple TV)

One More Dash (Windows Phone, Windows 10)

One More Line: Steam Edition (Steam)

- **Blowfish Studios**

Developer Intern (December 2014 – March 2015), designing and coding gameplay features in C# (Unity) on high-profile client projects

Gunscape (XBOX ONE, PC)

Scholastic's *Tomb Quest* (Web)

DeNA's Legends of Mora (iOS, Android)

- **Self-Published Games**

Produced code, art, and design on all self-published projects.

SUPER CRICKET 2 (iOS, Android, Apple TV)

Air Racing

CARGO: Locked and Loaded

DownForce

Bouncy and the Apple

Achievements

- Nokia+Microsoft LVLUP: Road to PAX (2014 – BLASTR, MECHFALL)
- Microsoft Appreneur (2013 – DownForce, Air Racing)
- Mozilla Developer Derby (2011 – Bouncy and the Apple)
- iFEST Independent Games Festival winner (2011 – blastr)
- Microsoft Certified Professional – Microsoft Certified Application Developer (.NET) – 2008

Milestones

- 1.2 million+ downloads for SUPER CRICKET series across iOS, Android and BlackBerry
- Showcased BLASTR at PAX (Penny Arcade Expo) Australia 2014 in a Microsoft booth after winning LVLUP competition
- Featured in GameInformer magazine (February 2012) on a two-page interview article about students winning Sydney iFEST
- Wrote tutorial articles on 2D/3D game development with HTML5 using WebGL and Canvas

Education

- Bachelor of Software Engineering, University of New South Wales (2015)
- Skilled in C# and C++ (shipped products using Unity, XNA, OpenFrameworks and Visual Studio .NET)
- Highly-skilled in Git version-control
- Proficient in HTML, CSS and JavaScript (produced web development contract work)
- Project Management experience (led a Microsoft Imagine Cup team entry; showcased a booth at PAX Australia 2014)