

4th year Software Engineering undergraduate student, UNSW (graduating November 2015)

Game developer with games published across Windows Store, Windows Phone, Android, and BlackBerry

Multiple award winner (Nokia LVLUP, Microsoft Appreneur, Mozilla Dev Derby + more)

Microsoft Certified Professional (.NET)

Shipped Products (produced code, art and design)

- *SUPER CRICKET 2* (Android)
- *Air Racing* (Windows Store, Windows Phone, Android)
- *CARGO: Locked and Loaded* (Windows Store)
- *DownForce* (Windows Store, Windows Phone, Android)
- *Bouncy and the Apple* (Windows Store, HTML5)
- *SUPER CRICKET* (Android, BlackBerry)

Other

- Showcased *BLASTR* at the Microsoft DX booth at PAX Australia 2014
- Wrote tutorial articles on 2D/3D game development with HTML5 using WebGL and Canvas
- *AXR.1 Racing Simulator* (10th in state for HSC Multimedia, overall winner of Uni. Wollongong High Schools Technology award)

Work Experience

- Developer Intern (December 2014 – March 2015) at *Blowfish Studios*, designing and programming gameplay features in C# (Unity) on high-profile PC, web, mobile, and console titles:
 - *Gunscape* (XBOX ONE, PC), Scholastic's *Tomb Quest* (Web), DeNA's *Legends of Mora* (iOS, Android)
- Produced contract work for ad agencies and major corporations, including:
 - Development of a live leaderboard using .NET and HTML5 at the Microsoft DX booth at PAX Australia 2014
 - Web (HTML5/CSS3/JS) development for Wibe Creative Services

Achievements/Awards

- 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 (2011 – *blastr*)
- University of Wollongong's High Schools Technology Award – Overall & Multimedia Winner – 2011 (*AXR.1 Racing*)
- Microsoft Certified Professional - Microsoft Certified Application Developer (.NET) – 2008

Milestones

- Showcased *BLASTR* at PAX (Penny Arcade Expo) Australia 2014 in a Microsoft-sponsored booth after winning LVLUP competition
- Featured in *GameInformer* magazine (February 2012) on a two-page interview article about students winning Sydney iFEST
- 200,000+ downloads for *SUPER CRICKET* across Android and BlackBerry (Feb 2013 -Dec 2014)

Education

- 4th (Final) year, Bachelor of Software Engineering, University of New South Wales (Graduating 2015)
- Graduated from Cherrybrook Technology High School (2011), ranked 10th in state (Industrial Technology – Multimedia HSC)
- Skilled in C# and C++ (shipped products using Unity, XNA, OpenFrameworks and Visual Studio .NET)
- 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)