

3<sup>rd</sup> year Software Engineering undergraduate student, UNSW

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)

## Achievements/Awards

- Nokia/Microsoft LVLUP: Road to PAX winner – 2014 (BLASTR, MECHFALL)
- Microsoft Appreneur winner – 2013 (DownForce, Air Racing)
- Mozilla Developer Derby (Winner 2011 – Bouncy and the Apple)
- iFEST Independent Games Festival – 2011 Winner for Best Game ('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 GamelInformer magazine (February 2012) on a two-page interview article about students winning Sydney iFEST
- 150,000+ downloads for SUPER CRICKET across Android and BlackBerry (Feb 2013 - Feb 2014)
- 50,000+ downloads for DownForce across Windows Phone and Windows Store (Nov 2013 - Feb 2014)

## Shipped Products

### Games (produced code, art and design)

- **SUPER CRICKET** (Android, BlackBerry)
- **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)

### Other

- Showcased **BLASTR** at the Microsoft DX booth at PAX Australia 2014 – [BLASTRgame.com](http://BLASTRgame.com)
- Developed 'The Curious Case of Children', a HTML5/CSS3 website (animations, interaction, layout) - [TheCuriousCaseOfChildren.com](http://TheCuriousCaseOfChildren.com)
- Wrote tutorial articles on 2D/3D game development with HTML5 using WebGL and Canvas – [BuildNewGames.com](http://BuildNewGames.com)
- AXR.1 Racing Simulator (10<sup>th</sup> in state for HSC Multimedia, overall winner of Uni. Wollongong High Schools Technology award)

## Work Experience

- 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 PAXAus 2014
  - Game development for Microsoft, via BuiltToRoam Pty Ltd.
  - Web (HTML5/CSS3) development for Wibe Creative Services

## Education

- 3<sup>rd</sup> year, Bachelor of Software Engineering, University of New South Wales (Graduating 2015)
- Cherrybrook Technology High School (2011), ranked 10th in state (Industrial Technology – Multimedia HSC)
- Proficient in C# (shipped products using Unity, XNA, and Visual Studio .NET)
- Proficient in HTML, CSS and JavaScript (produced contract work that is now live on the web)
- Project Management experience (led a Microsoft Imagine Cup team entry; showcased a booth at PAX Australia 2014)