

All-rounder programmer with experience in C#, C++, and Javascript
 Knowledge of 2D/3D rendering pipeline, physics, shaders, gameplay, UI, and version control
 Multiple self-published games with 2 million+ downloads

Work

SMG Studio (2015 – present)

All-round game developer working across gameplay, UI, physics, plugins, version control, and intra-team communications

Fast and Furious: Takedown (iOS, Android)

- Programmed car suspension and driving physics
- Core gameplay and mechanics prototyping
- Maintenance of vehicle shader and graphics quality system
- Menu UI, HUD implementation and development

ThumbDrift (iOS, Android, Apple TV)

- Worked with lead programmer to design and implement game architecture
- Implemented menu screens and in-game-HUD layouts
- Led the design and implementation of new features specific to the Apple TV platform
- Visual-quality system to control FX for different mobile devices
- Vertex/Fragment shader optimization for mobile devices
- Mobile plugins implementation

Death Squared (PS4, XBOX ONE, PC)

- Assisted in programming bespoke quad-based UI system to supplement Unity native UI
- Implemented menu screen designs through code
- Created achievements-tracking system for use across PSN/Xbox Live/Steam

Hasbro Risk (iOS, Android, Apple TV)

- Created achievements-tracking system for Android and iOS
- Implemented sound-effects and made improvements to the audio manager

One More Line: Steam Edition (Steam)

- Performed builds and submissions to Steam
- Implemented bug-fixes and post-release content updates
- Version control (GIT) management of branches across Android/iOS/Steam versions

One More Dash (Windows Phone, Windows 10)

- Sole developer charged with porting the game to Windows 10, Windows 8.1, and Windows Phone 8
- Implemented advertising frameworks, in-app-purchases, and sharing functions

Blowfish Studios (2014)

Gameplay Programmer Intern, 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 (2011 – present)

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

SUPER CRICKET 2 (iOS, Android)

- Designed a fast-paced, stripped-down version of cricket for mobile with almost 2 million downloads
- Maintained a strong userbase of 30,000 Daily Active Users through continuous updates over 2 years
- Started building a larger economy system with virtual currencies and sources/sinks in order to drive better long-term interaction

BLASTR (PC)

- Designed a linear third-person character adventure with multiple levels and interactions
- Built a physics-based weapons system that would interact with enemies by pushing or pulling them with magnetic forces
- Developed a bespoke spoken-dialogue engine and music cue system

Air Racing (Android)

CARGO: Locked and Loaded (PC)

DownForce (Android)

Bouncy and the Apple (HTML5)

Skills/Education

- Bachelor of Software Engineering, University of New South Wales (2011-2015)
- Skilled in C# and C++ (shipped products using Unity, XNA, OpenFrameworks and Visual Studio .NET)
- *Dentsu Aegis Network*® Emerging Leadership Group (2016-2017)
- Highly-skilled in Git version-control
- Art: Proficient in Photoshop, Blender, Inkscape
- 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)

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

- 1.8 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 GamelInformer 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