

4<sup>th</sup> year Software Engineering undergraduate student, UNSW (graduating Nov 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)
- *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)
- 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*

- 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* tie-in (Web), DeNA's *Legends of Mora* (mobile)
- 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) development for Wibe Creative Services

## *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 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*

- 4<sup>th</sup> (Final) 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)
- Basic knowledge of C/C++ - Memory management, OOP, data structures
- 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)