



PADRAIC HEATON

STUDENT | GAME DESIGNER | PROGRAMMER

CONTACT

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SKILLS

- Communication
- Teamwork
- Programming
- Problem Solving
- Game Design
- Product Design
- Creative

TECHNOLOGIES



Unity



Unreal
Engine 4



Java



HTML/CSS



Javascript

My Portfolio: padraicheaton.github.io/portfolio

EDUCATION

- 2019 - Present** Currently undertaking a Bachelor of Science in Games Development at the University of Technology Sydney (UTS)
- 2009-2018** Studied at Shore School, North Sydney from Years 3 - 12 in the Preparatory and Higher School respectively

WORK EXPERIENCE

- 2018 - Present** Harris Farm Markets, Cammeray - Shop Assistant/Supervisor
- Customer Service
 - Peer management
 - Inventory management
 - Planning and Preparation
 - Working in a team
- 2017** Pizza Tutti's, Northbridge - Waiter
- Customer Service
 - Maintaining a Job

ACHIEVEMENTS AND ACTIVITIES

- 2020** Voted Top Digital Game in Introduction to Computer Game Design - "Deadline" <https://pheaton.itch.io/deadline>
- 2018** Completed the Higher School Certificate (HSC)
- 2017** Sony Camp Volunteer - Activities Manager (A week-long camp for children with disabilities)
- 2016** Work Experience at Ineni Realtime (works in Architectural Digital Visualisation), who uses Unreal Engine 4
- Coached a Year 7 Basketball team (Summer), and a Year 8 Soccer team (Winter)
- Assisted at Broderick Gillawarna (a school for children with disabilities) for 4 weeks
- 2015** Completed Australian Army Cadet training
- Graphics Technology Prize
- Young Scientist Award for Physics Research - 2nd in NSW (studied the effects of temperature on water surface tension)