



AIDEN MELLOR

Multi-Skilled Computer Scientist



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AYDIE.ME

ABOUT

I will apply myself to any type of work that assists you with your business. I am a punctual and motivated individual who can work in a busy environment and produce high standards of work. I am an excellent team worker and can take instructions from all levels as well as build up good working relationships with colleagues. I am flexible, reliable and I manage my time effectively and efficiently. I'm enthusiastic and knowledgeable in multiple programming languages and have been motivated to code helpful tools to assist myself and others since I was 13. I also have skills in graphics design and 3D modelling with hobbies in cooking, digital music production, video editing, motion graphics, and eSports.

EDUCATION

Cisco Networkindg Diploma (CCNA 1&2)



An advanced VET course aimed at teaching students about routing and networking including IPv4, IPv6, Subnetting, Binary, Network Protocols and much more.

Netacad 2017

Swinburne University of Technology

Bachelor of Computer Science Majoring in Games Development



SKILLS: JavaScript C# Maya Ruby Python OOP HTML/CSS

Hawthorn Campus 2019 - 2021

YR12 Higher Education

Mainstream English 3&4, Further Mathematics 3&4, Art 3&4, Visual Communication 3&4 and Software Development 3&4

Camberwell Boys Grammar School 2006-2018

EXPERIENCE

CREATURE TECHNOLOGY

Creature technology is an established company that specializes in developing giant animatronic characters. It's filled with artists, animators, 3D modelers, sculptors, and engineers. CT has worked with various companies including Jurassic World, The Olympics, and Dreamworks. I got a chance to work at CT as a JR Technical artist after demonstrating my skills during a week of work experience.



At CT I helped enhance their WebGL viewport for viewing 3D models and animations, which was used during company meetings to help communicate better visually. I also helped set up Virtual Reality world for sets and cleaned up 3D models using mostly Blender and a bit of Maya. I readily documented my code and set up wikis & tutorials for both users and future developers using Confluence.

SKILLS: Blender C# Unity3D VR Maya

Jr Technical Artist 2019 - 2019

PIXEL SQUARED

Pixel Squared is a studio working in partnership with Microsoft to develop streamlined content for their Minecraft game store. Here I work with a team of pixel artists, 3D modelers, animators, programmers, and game designers. On the team, I design the initial terrain for each map using FAWE's WorldEdit, WorldMachine, and WorldPainter, I also help discuss level ideas and contribute to brainstorming. While working at PS I also started developing advanced voxel editing tools in Java using SpigotMC's API for myself and for my team to help speed up production and improve efficiency.



SKILLS: World Machine WorldEdit World Painter Java

Terrain Artist, Level Designer & Tool Developer 2019 - PRESENT

OCEANIC ESPORTS OPEN

Using the NodeCG framework (NodeJS, Javascript, and Sockets) I was able to create dynamic animated graphics for live production streaming. The system works by overlaying a transparent webpage over the top of the stream, which is then controlled through a separate webpage control panel. At OEO I also managed social media, designed graphics, banners, animations, and the logo itself. The server hosting the OEO production system was hosted on my personal NAS on a Ubuntu server virtual machine 24/7. The control panel and the on-stream graphics were made using React.JS and various animation hook libraries. OEO gathered an average concurrent viewer count of 300.

SKILLS: JavaScript Figma After Effects React.JS HTML/CSS Ubuntu Server MySQL

Production, Design & Development Team 2019 - PRESENT

PARADIGM SHIFT E-SPORTS

Helped manage rosters and players during the startup of paradigm then continued to build paradigm alongside business and IT student Justin Lee. At Paradigm, I'm in charge of social media, designs, bot development, and marketing. Designing everything from banners and motion graphic animations. I also developed a scheduling bot for discord to help remind players of upcoming matches and events. The bot also helped generate unique banners for players from an SVG template automatically so that I'd save time editing and uploading them myself.



SKILLS: JavaScript Photoshop Figma After Effects Illustrator MySQL

Designer, Developer & Co-Founder 2017 - PRESENT

AWARDS / CERTIFICATES

TOP DESIGNS 2019 SHORTLIST



VCE Excellence 2018

DEANS ART YOUNG DESIGNER AWARD



DEANS ART 2018

REDCROSS VOLUNTEER AWARD



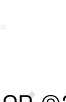
AUS Redcross 2017

RESPONSIBLE SERVICE OF ALCOHOL (RSA)



Victoria Liquor Regulation 2017

CBD BARISTA CERTIFICATE



CBD Melbourne 2017

CBD HYGIENE AND FOOD SAFETY CERTIFICATE

CBD Melbourne 2017

TEAM BEST AND FAIREST

CGS Soccer 2016

SKILLS & KNOWLEDGE

Desktop Apps (C# WPF/Winforms/Console Apps)

Web Apps (HTML, CSS, Javascript, ReactJS)

Data Management (MySQL, Airtable, XAML, XML, JSON)

Vector & Bitmap Design (Photoshop, Illustrator, Figma)

VFX & Motion Graphics (After Effects, Premiere)

3D Modelling (Maya, Blender, Worldmachine)

Python

Java

Artificial intelligence & Machine Learning

Japanese

REFERRALS

Brett Kennedy

Head Of Technology Origination and Credit Decisioning - Business Enabling Technology at National Australia Bank

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