

SIMON PEDERICK

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Portfolio: simonpederick.github.io

EMPLOYMENT HISTORY

SOFTWARE ENGINEERING POSITIONS

Chief Technical Officer, Harmonious Productions October 2017 - Present

- Worked as lead programmer to bring several long term contracting projects to market.
- Managed other programmer employees across multiple projects.
- Worked with co-directors to make long term business decisions for the company.
- Implemented gameplay logic, design and editor tools as well as automated build workflows for various games and products.

Technical Director, Harmonious Games February 2016 - October 2017

- Worked as lead programmer on team to bring 2 year game project from initial concept through to release on Steam.
- Solely ported several games to the Nintendo Switch platform.
- Worked with co-directors to make long term business decisions for the company.
- Implemented gameplay logic, design and editor tools as well as automated build workflow for the game and future products.

Web Developer, C2 Digital January 2014 - June 2017

- Worked as a full stack developer, designing and implementing large scale web applications and mobile apps.
- Worked on several applications in a variety of different domains, including social media networks and complex payment management apps.
- Worked with clients to design and architect large solutions to fit their requirements.
- Worked with cloud hosting platforms to design and build large, auto-scaling applications.

DEVELOPED GAMES / PROJECTS

Putty Pals (Co-op 2d platformer)

- Released on PC and Nintendo Switch.
- Instrumental in building game framework and core gameplay.

Walk the Walk (Emotional well-being education ios app)

- Developed native plugin sdks to connect and communicate with bio-feedback devices (Muse & Pip) to record data while the user plays the app.
- Developed algorithms to interpret biofeedback and estimate users current stress and focus levels (included performing fourier transforms and integration on EEG data).

ABC Quest (Child educational mobile app)

- Developed a large tool-set to allow artists and designers to create over 4 hours of cutscenes.
- Developed build pipeline using Jenkins to automate Android and IOS builds with multiple variants for specific countries.
- Developed partner server application and online website client.
- Developed AI system for processing large amounts of recorded child metric data and determining best learning techniques to apply.
- Developed automated testing tools for validating and testing the game.

More detail and projects can be seen in portfolio or via request.

EDUCATION

Bachelor of Multimedia (Games and Interactivity) / Bachelor of Science (Software Engineering)

2011 - 2015

Swinburne University of Technology, Hawthorn Campus

- Received a distinction to high distinction average.
- Received the 'Dean's list' award for a high average score for each semester.
- Received an award for achieving the highest shared grade for the subject '3d Modeling'.

ADDITIONAL EXPERIENCE

Work Experience, Unisys

July 2011

Brief work experience developing and debugging a piece of software in the .Net environment for Unisys.

- Developed industry grade software in C# including GUI design.
- Developed a full software solution for database log analysis, currently being used by businesses across the globe.
- Debugged and progressively refined written software to clients specifications.

Youth Leader, Somers Camp

2009 - 2011

Was part of a leadership team for a youth camp.

- Developed and coordinated several activities and events.
- Took part in team meetings to discuss plans and details about the camp.
- Lead and supervised children for the duration of the week.

SKILLS SUMMARY

Languages

- C#
- C++
- Typescript / Javascript
- Java
- Python

Game Engines

- Unity
- Unreal
- Cocos Creator
- Gamemaker

Computer Skills

- Expert proficiency with **C#** and the **.Net environment** as well as a firm familiarity with the **Visual Studio** used throughout career.
- Expert proficiency using **Unity game engine** used in my work with Harmonious as well as a strong experience with other Game engines including **Unreal, Cocos Creator** and **Gamemaker**.
- Expert proficiency with **ASP.net** web technologies including web forms and MVC as used in my work with C2 Digital.
- Strong proficiency and experience designing web applications using **Angular** framework.
- Strong proficiency in other programming languages including **C++, Java, Python, Typescript, Javascript/Nodejs** as well as solid expertise in basic web technologies including **HTML5** and **CSS** frameworks. Firm knowledge of software development practices developed through years of professional experience.
- Strong proficiency in **Jenkins** software used in building automated deployment workflows in my work at C2 and Harmonious.
- Strong and developing skills with creative software including **Photoshop, Illustrator** and the **Adobe suite** as well as 3d modeling packages such as **Blender** and **3ds Max** which I used when achieving my 3d Modeling academic award.

Communication Skills

- Developed and consistently improving communication skills following a large amount of time working directly with various clients and communicating difficult concepts with non-technical colleagues.
- Strong written communication skills continually developed through continual communication with clients with varying degrees of technical knowledge.

Teamwork Skills

- Strong teamwork skills developed running Harmonious Productions, including managing several employees and contractors.
- Strong leadership and coordination skills developed through my work as a director as well as my leadership position at the Somers youth camp.

OTHER HOBBIES & INTERESTS

- 3d Modelling
- Digital Painting
- Photography
- Piano & Drums player

REFEREES

Joe Park

Co-founder and COO / Studio
Director at Harmonious Productions
St Kilda
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Laura Voss

Co-founder and CEO / Creative
Director at Harmonious Productions
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Stuart Lee

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