STEVE HALLIWELL
PROGRAMMER

Hi, my name is Steve and I am a games developer with experience in C++ & Unity. I am a passionate advocate for Unity, within my teaching practice and consultancy work.

Portfolio: stevehalliwell.com.au
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Skills

Tools

Microsoft Visual Studio
Unity3D
Substance Designer
Blender
Microsoft Visio
Adobe CS (Photoshop, Illustrator)
ATI Render Monkey
Subversion
Mercurial
Paint.net
Doxygen
Office Suites (MS Office, OpenOffice, Google Drive)
3D Studio Max 7-9

APIs

Unity3D
Ogre 3D
Bullet
nVidia PhysX
Microsoft Direct X 9.x
OpenGL 4.x
OpenAL 32 soft
Box2D
Chipmunk
SFML
NUI
libVLC
jQuery
Ajax

Languages

Fluent	Well-versed	Exposure
C/C++	Cg/HLSL	python
UnityScript	xml	php
C#	html	SQL
	javascript	
	lua	

Education

In progress at Charles Sturt University:

Subject Name	Subject Code	Grade awarded
Mobile Application Development	ITC491	HD
Games 1	ITC467	HD

QANTM College Brisbane:

Bachelor of Interactive Entertainment majoring in Games Programming

Completed in 2007.

SAE / QANTM College Brisbane
Duration: Feb 2009 - Present
Nature: Contractor, Employee
Position/Role: Tutor, Associate Lecturer, Lecturer.
Description: Creation and delivery of content. Student mentoring and basic Project Management. Running Unity3D workshops. Running 40 hour game comp "Make a Thing" 3 times a year.

Games Programming
- C++
- C#
- System Design
- Engine Architecture
- Graphics (DirectX9 and OpenGL 4.x)

Games Design
- Anatomy of Games (rules, objectives, tokens, systems, dramatic elements)
- MDA
- Player motivations (Theory of fun, player types, etc.)
- Scripting in Unity 3D

Workshops
- Unity3D - programmers previously had not been directly taught Unity and often wish to know more about it.

"Make a Thing"
- In the style of a game jam but run over 5 days 9-5 to avoid glorifying crunch and neatly avoiding sleep drunkenness - www.makeathing.com.au/archive.html

Solo Project: Just Shmup Dammit A1
Duration: Jun 2013 - Oct 2013
Nature: less than 1 day a week
Position/Role: Programmer, designer, content creator, artist, animator. All concepts, gameplay, scripts, models and textures created by me. Started as part of my Grad Cert through CSU.
Description: Mobile Game in the Shmup genre - www.justshmupdammit.com

Consultant
Duration: Nov 2013 - Present
Nature: less than 1 day a week
Position/Role: Consultant, real time graphics rendering.
Description: Moving them from the current renderer (VTK) to one more suited for displaying real time virtual environments (Unity3d). Phase 1 is creating a roadmap and plan of execution for them to implement an API for communication, some level of upskilling in new areas, risk management and future proofing.

Auran / N3V Games
Duration: Mid 2009 - Mid 2010
Nature: Contractor
Position/Role: Technical lead, gameplay programmer, quality assurance, asset management, tool developer.
Description: Trainz 2010, Trainz 2011, My First Trainz Set

Self Employed
Duration: Dec 2007 – Mid 2010
Nature: Sole Trader
Position/Role: Technical Lead, Engine Architect
Description: Open-Source game framework/pet project

Ball Solutions Group
Duration: Sept 2007 – Dec 2007
Nature: Intern
Position/Role: Technical Lead
Description: Prototype 3D safety simulator

Surfer's Paradise Email Centre
Duration: Oct 2006 – July 2008
Nature: Casual employee
Position/Role: Customer Service, Technical Support Office, Cashier.