

Education

Monash University
2016 - 2019
Bachelor of Information Technology
Major in Game Development

Experience

Monash University - Teaching Associate *Jun 2019 - July 2020*

- + Created weekly lesson plans for Foundations of 3D modelling and Intro to C++ classes
- + Facilitated discussion, solved problems on the fly and addressed students' concerns
- + Developed new comprehensive tutorial notes for students

Monash University - Research Assistance *Jul 2019 - Oct 2019*

Haptic Retargeting/Micro Grid Data Visualization

- + Worked closely with a small team across a variety of platforms (HoloLens, Web, Vicon) to create an interactive visualization of energy usage across the Monash micro grid
- + Prioritized and time-boxed tasks to meet production deadlines

Mega Cat Studios - VR Gameplay Programmer *Jul 2017 - Jun 2019*

Another Reigny Day

- + Designed, pitched, refined and implemented new major gameplay systems
- + Directed a small team of artists to help create assets that fit the team's creative vision
- + Completed a variety of diverse tasks across gameplay, UI and tools programming

Monash University - Summer Research Scholarship *Dec 2018 - Feb 2019*

Haptic Retargeting/VR Time perception

- + Created a series of scenarios for two VR user studies which I then ran
- + Trained in the operation and development SDK of the Vicon motion capture system

Skills/Other

Languages:

C#
C++
HLSL
JS/Web

Software:

Unity
Photoshop
Maya
Excel

Skills/Algorithms:

3D Math + Rendering
A* Pathing/Search
Machine Learning
Genetic Algorithms

Hobbies:

Bouldering
Music
Camping/Hiking
Indie Games

Volunteering

Locomojam PAX booth 2019
Freeplay 2019
Unite Melbourne 2017, 2018

References

Dr. Barrett Ens - Barrett.Ens@monash.edu
Dr. Jarrod Knibbe - Jarrod.Knibbe@monash.edu
James Deighan - James@megacatstudios.com