



Contact

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Education

Masters of Animation Games and Interactivity

2015 - 2016
RMIT University, Melbourne, Victoria, Australia

Bachelor of Arts Games Graphics Design

2008 - 2010
RMIT University, Melbourne, Victoria, Australia

Experience

Freelance - Melbourne, Australia

January 2011 - Present

Freelance work developing content for local and international clients.

Some of the projects I've contributed to while working freelance include: Forward March, a 3D exploration game about a soldier suffering from post traumatic stress induced anthropophobia; a VR Submarine exploration game for the Oculus Rift Platform; and illustrations for a Tabletop Roleplaying Game.

International Game Concept Challenge 2016 - Nanyang Polytechnic, Singapore

August 2016 - September 2016

Participated in the IGCC as a representative of RMIT University and Australia.

Worked in a team of randomly assigned international students to develop Madness of the Midguard Serpent, a new VR game for the Samsung Gear VR and Oculus Rift platforms. The game Placed 3rd in the Competition.

Falchion Games - Manchester, UK

August, 2012 - September 2013

Worked as an Illustrator and Animator developing Go to Hell Dave, a 2D Adventure Game on the PC platform.

Designed, Illustrated, and Animated several environments and characters including the games title character Dave.

Software / Technical Knowledge

Software

Photoshop
Flash
Illustrator
After Effects
TVPaint
Toonboom AnimatePro
Autodesk Maya
Unreal Engine
Unity Engine
Gamedev Studio

Skills

Character Illustration
Environment Illustration
Storyboard Illustration
2D Animation
Lowpoly 3D Modelling, Rigging, and Animation