

SUMMARY

With over 5 years of experience I have worked on web, mobile and video game software projects specialising in front-end development and design. Fluent in Typescript, C#, Javascript and having worked extensively React, NextJS Tailwind and styled Components, I have lead diverse and geographically distributed teams to develop and scope new and support existing live projects.

EXPERIENCE

Unity Developer

TurnWolf Studios

2022 - Present

- Designed and developed a website using Tailwind and NextJS with api integration to a mailing list solution using serverless functions to generate a marketing mailing list.
- Developed a custom rendering and animation system in Unity for 2D game characters which allowed for quick creation of different characters through reuse of animation and art assets.
- Worked with a small team and contractors to develop a game to be released commercially on PC, bringing a demo to completion for use in marketing.

Lead Frontend Software Engineer

Telstra

2019 - 2022

- Architected and developed front end responsive web applications using React and Typescript used internally at Telstra and external customers.
- Lead the front end web application team for myWorkplace working with external and internal teams globally to deliver key front end features and deploying to a live front end environment.
- Implimented required accessibility features into customer facing web application to meet required standards identified for wide use of the application.
- Developed a realtime rendering map view with ThreeJS to display sensor readings with integration to our React project to allow for continued expansion of features by the wider team.
- Lead, scoped and developed a core feature update implimenting geo-data visualisation with satellite imagery using google maps. Which provided an intuitive user experience that recieved positive feedback during showcase at evokeAG Melbourne.

Designer / Developer

SMART IoT Applications at Telstra

2018 - 2019

- Prototyped and designed a mobile application with geo-location and augmented reality in Unity3D enabling proof of concept of potential features for larger projects developed.
- Designed UI and UX flows for an IoT Application using Photoshop, XD and there after developed in a React and Typescript application with Mapbox to deliver a more realtime interactive experience to end users.

SKILLS

C# | Typescript | Javascript | NodeJS
React | NextJS | PixiJS | ThreeJS
CSS | Tailwind | Styled Components
Responsive Web Design & Development
Accessible Web Development
Unity | Unreal Engine
UI/UX Design | Figma
Project Scoping
DevOps | Jira | Confluence | Bitbucket
Photoshop | Illustrator | Premiere | InDesign

EDUCATION

Advanced Diploma of Professional Game Development.

Academy of Interactive Entertainment (AIE)
Graduating with the Vice Chancellors
Commendation for Academic Excellence Awards

Bachelor of Digital Design in Interaction Design & Games Art & Design.

Murdoch University
Graduating with Most Impressive Game Project
Award & Outstanding Game Programmer
Award