

WORK HISTORY

2004 -
Present

Systems/Game Designer/Developer - SCOOT - <http://scootgame.com>

SCOOT is an independent augmented reality location-based game event that involves mobile devices, interactive multimedia installations, virtual worlds, the web and public displays. Has been run successfully 6+ times in major cultural, educational and commercial institutions across Melbourne & Brisbane. 3 days in Sep 2006, attracted over 1000 players from all age groups.

Roles:

- Core member of team who leads technical and works closely with creator, designers and artists.
- Designs and develops gameplay logic engine, SMS integration and database model.
- Designs and develops administration tools for live monitoring of players and state of play.
- Ensures smooth technical operation of live event including reacting swiftly to sudden issues.
- Designs and develops 2.5D multiplayer virtual world with real time chat, customisable avatars and mini games.
- Designs and develops various interactive multimedia installations.
- Designs and develops various Flash games.
- Designs and develops SCOOT Comics Facebook application.
- Involved in event setup and take down.

Technologies: PHP 5, Flash ActionScript 2 & 3, AJAX, JavaScript, MySQL, HTML, CSS

2004 Aug –
2008 Dec

Web Systems Designer - Australasian CRC for Interaction Design – <http://acid.net.au>

Technical Lead on and resulting in the public release of 2 projects:

- CipherCities (released Dec 08) - <http://ciphercities.com>
- MiLK - The Mobile Learning Kit (acquired for commercialisation) - <http://www.milkit.com.au>

Roles:

- Worked closely with designers, artists, researchers and marketers on concept, design and documentation.
- Designed and developed entire back and front ends (database design, administration & moderation UI, game logic engine, SMS service integration, Google Maps integration, server administration) except CipherCities mobile front end, MiLK front end and both forums and blogs.

Technologies: PHP 5, Flash ActionScript 2, AJAX, JavaScript, MySQL, HTML, CSS

2009 Apr

Contract Web Developer - Sauce Software - <http://saucesoft.com.au>

Brought on to complete new features to an existing system to a tight deadline.

Roles: Back and front end developer.

Technologies: PHP 4, AJAX, JavaScript, MySQL, HTML

2006 Oct –
2007 Jan

Contract Developer/Designer - Auran - <http://auran.com>

Worked on an online socialization environment project.

Roles: Back and front end developer. Co-designed and developed user interfaces.

Technologies: Flash ActionScript 2, Flash Media Server 2, Photoshop CS3

2005 Oct –
2005 Dec

Intern UI Designer/Assistant Producer - Auran - <http://auran.com>

Worked on an online socialization environment project.

Roles: Designed and documented UI prototypes. Co-designed and scripted mini game. Assisted producer to ensure team was progressing to schedule.

Technologies: Flash ActionScript 2, Perforce, TestTrackPro

SKILLS

Languages **Proficient** - PHP 4 & 5, Flash ActionScript 2 & 3, AJAX, JavaScript, MySQL, XHTML, CSS, XML
 Moderate - Java, Lingo
 Other - C++, C

Software **Proficient** - Eclipse/jEdit, Flash 8/CS4, Photoshop CS3/CS4, Director MX 2004, Microsoft Office, Windows XP, Mac OSX
 Moderate - *CVS, Perforce, TestTrackPro, Freehand, Visual C++
 Other - Linux/Apache Web Servers

EDUCATION

2001 - 2005 **Bachelor of Creative Industries (Communication Design) / Bachelor of Information Technology**, Queensland University of Technology (*Graduated With Distinction*)

INTERESTS

Playing, designing and developing games; designing and developing web applications and concepts; online social networking; blogging; food; films; mulling on ideas.