Petrichor oakey

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Game designer | Tech artist

Programmer

Summary

I am a game designer with experience writing game design documents, programming systems and writing shader code (and working with rendering engines such as vulkan and unity)

Experience

Diploma of Screen and media

Diploma of Visual arts

AIE major production

- working in a team environment for game projects spanning multiple months.

Coach at moving bodies

- supervising and teaching kids how to do parkour safely.
- collaborating with other coaches to run parties at the venue.

Skills

Design

Design documentation | Level design | pen & paper prototyping | UI/UX design

Programming

C | C++ | HLSL + GLSL | Version control (p4 & git) | UE blueprints

Software

Unreal engine

- 2 years experience creating student & personal projects in UE5.4
- blueprinting, c++ and material experience

Unity

- Used for personal projects and “Guessasaur” mobile game mockup
- Compute shaders

Linux CLI

- managed remote servers for personal projects & daily use
- confident in navigating CLI only environments