

Overview

Work style

I am a multimedia designer who produces interactive experiences to client briefs. I define production pipelines and concisely communicate plans with clients and team members.

Planning methodologies **SCRUM** | **AGILE** | **DOUBLE DIAMOND**
Design documents **SOFTWARE** | **GAME** | **TECHNICAL**
Other **WHITE PAPER** | **STYLE GUIDE** | **ART BIBLE** | **INFOGRAPHICS**
RESEARCH > DESIGN > PROTOTYPE > TEST > REVISE > IMPLEMENT > PUBLISH.

VISUAL DESIGN



12

Interactive experiences created

PRODUCTION



3

Team projects directed

CO-WORKING



60+

Multimedia Programs used

Experience



Work - Game Design

VisceraTek (2027-Current)



Work - Game Design

Sunbreaker Games (2026)



Work Experience - Industrial design

Klik Systems (2024)



Work Experience - Motion Design

Room 22 Studio | Advertising (2023)



Graduate Diploma of Management

Academy of Interactive Entertainment (2026 - 2027)



Advanced Diploma of Professional Game development

Academy of Interactive Entertainment (2023 - 2025)



Diploma of Visual Arts

Academy of Interactive Entertainment (2023 - 2024)



Diploma of Screen and Media

Academy of Interactive Entertainment (2023 - 2024)



Diploma of Graphic Design

Torrens University (2022 - 2023)
+ 10% Scholarship | + Showcase on Intro Exhibition

Skills

Software production

Project management
Production planning
VR+AR

Realtime lighting
Web Development
Video Production

Product rendering
Advertising

Design

Tutorial Design
UX + UI
Economy design

Level design
Industrial design
Packaging design

Infographics
Advertising
Design for print

Visual Art

Art direction
Colour grading
Modelling

Post process
VFX and Particles
2D + 3D Animation

Foundational study
Manual photography
Traditional media

Audio

Sound design
Recording
Game engine mixing

Music composition
Data management

Programming

Physics controllers
Asynchronous AI
HTML

CSS
JavaScript

Don't see a skill you need?

Reach out, I'm always happy to learn.

Other experience

Chef | Skewered Restaurant Lawson (2022-2023)
Ebb and Flow Studio Traditional Art Practice (2019 - 2021)
Hospitality Certificate II - Food and Beverage (2021)



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Github Pages



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All contacts and platforms

