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Description

A multi-discipline video game developer with additional experience in general software design, development, and support.

Experience

video games

- DRIVE
- STARWOIDS
- QUAKE RALLY
- QUESS: QUAKE CHESS
- EXTREMITIES
- GETAWAY

1991-1997

I began programming in the mid-80s but attempted my first “real” video game in 1991. Drive, written in 6502 assembler for the Commodore 64, was an elaborate Pipeline-inspired puzzle game (I did both programming and art).

Starwoids was a Commodore Amiga shareware collaboration with a programmer and musician (I did art and levels).

Quake Rally, Quess, and a variety of other Quake/Quake2-oriented projects were created by a small modding collective known as the Impact Development Team. Along with art and levels I also took on some production, machinima, and website roles. A number of IDT projects were included on the commercial Quake 2 mod pack release, Extremities.

Getaway was a cinematic-style level for the original Call of Duty, reusing and scripting the game's assets in creative ways. It was the first user level for the original Call of Duty.

- CEREBRATE
- MONOCLINE

2010-

Cerebrate is an ambitious puzzle game based on a self-built electronic circuit simulator and my own game engine. I have been working on Cerebrate for five years, learning each field - the programming languages, the hardware architecture, the mathematics - as I go along.

Monocline is small-scope Unity3D-powered physics'y arcade game for iOS devices, inspired by Crossy Road. A procedurally-generated world, filled with hazards both mechanical and monstrous, is navigated by elegant touch controls (and *not* a virtual keyboard I should stress).

Both games are still works-in-progress.

animation

- ANIMAGRAFX
1995-1999

I worked as a 2D and 3D animator for one of Melbourne's leading animation/special effects production companies in the 1990s, initially creating 2D pixel animations for video games before moving on to 3D animation for television commercials. I worked on as many as one hundred television commercials during that period, one of which still gets aired each Easter.

programming

~1984-

I taught myself Commodore 64 BASIC in the mid-80s, then 6502 machine code. Over the next decade and a half I worked mostly in scripting and markup languages; things like Unix Shell, HTML, Perl/CGI, and PHP.

Then, once I began developing for the iPhone/iPad, I learned C, Objective-C and GLSL, and read a lot about C++ however I'm yet to use that language. I'm self-taught, but I try to augment that as much as possible by watching computer science courses on YouTube and reading as much as possible.

I have also worked in C# on my Unity3D-powered game, Monocline, and an earlier prototype called *De'rive*.

design

- SOFTWARE (INSTALLATRON)

Installatron, an application used by web hosting services, is an internet application (for web hosting services) that I co-designed with its programmer.

Prior to Installatron, I designed and wrote UI/UX mods for web news software and designed content management systems, and have since dabbled in experimental designs for programming IDEs.

Design is the common thread through all the disciplines above and below. From the earliest games written in Basic to the monetisation strategies of my latest game project, I have always enjoyed the design process.

art

- DEMOSCENE
- PIXEL ART/ANIMATION
- ILLUSTRATION
- CARICATURES
- ASCII ART
- 3D LOW-POLY MODELING/ANIMATION
- 3D HIGH-POLY MODELING/ANIMATION
- SIDRIAL

~1984-

Digital art is something I got into originally just to have something for my code to move around, but quickly found equal favour alongside the programming.

Then, around the early 90s, the art side of things came to dominate, especially once it became my profession.

I did some things in the Commodore 64 and Amiga demoscene, experimented with Disney-style animating, produced pixel art and animation for some small game projects, and later had a brief career as a caricature artist (as *Super-Deformed Mega Fun*).

My 3D development began with software like AutoCad, Lightwave, and POV-Ray, and then I was given the opportunity to jump straight into the world of SGI machines, Alias, and later Maya. This work included everything from character animation (I got to animate Yoshi on several occasions!), to creating photorealistic chocolate, to directing animatics that would serve as templates for later live-action shoots.

It was also during this time that I started to work on low-poly 3D projects in my own time, beginning with mods for the original Quake.

Sidrial was a very ambitious project that aimed to make a feature-length film using early machinima technology. While the film was never completed, its producer, Katherine Anna Kang (now Carmack) later won awards for her pioneering work in the field of machinima. My involvement was multifaceted; writer, concept artist, character and hardware modelling and texturing, facial animation and lipsync.

- LUDO DISSONANCE

2015-

Ludo Dissonance is a low-poly videogame-industry-themed webcomic that I have recently started.

writing

- SCREENWRITING

2000-2005

I have written five feature length film screenplays, three television length scripts, and various shorts, including an adaptation of Hamlet set in modern Australian politics (in the style of The West Wing and The Games) and a video game mockumentary (in the style of Spinal Tap and Best In Show).

- SHORT STORIES

1996-1999

I dabbled in short story writing in the late 90s, culminating in a Quake 3 Arena fan-fic novella that won an id Software-run competition.

- INSTALLATRON

- WORLDCRAFT

~1990-

I've written the documentation for software such as the internet application installer, Installatron, and the original third-party 3D-engine level editor Worldcraft, along with countless websites and the occasional press release.

- LOONYGAMES.COM

1998-1999

I've dipped my toes into small journalism projects over the years (none recently), with the most significant being the video game web-magazine, LoonyGames.com (where, incidentally, Penny Arcade got its start).

-]SUNDER[

2016

A short Twine game/interactive fiction created in 48 hours for a game jam.

- KILL SCREEN (killscreen.com)

2016-

I have recently taken on a role as news writer for the web- and print-magazine, Kill Screen, which talks about the intersection between games and society.

Software Experience

- XCode
- Unity (recent)
- Blender
- Alias/Maya (not recently, aiming to get back into it at some point)

- Photoshop
- GIMP
- Inkscape
- Glyph Designer
- Texture Packer

Language Experience

- Objective-C
- C
- C++ (familiar with)
- C# (recent)
- GLSL
- 6502 machine code (you never forget)
- PHP
- HTML
- Perl/CGI (not recently)

Education

- Completed high school year 12, Traralgon Technical School, Victoria Australia.
- Two years of an Electrical Engineering university course - Monash University, Gippsland Campus.