
Sebastian King

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Show reel: <https://vimeo.com/164795367> **Website:** Sebastiankingdev.weebly.com

PROFESSIONAL SUMMARY

I am a Game Designer, Producer and Programmer with a Bachelor of Creative Arts (Game Design) from JMC Academy 2015. I have completed 1 year of an Advanced Diploma of Professional Game Development (Game Programming). My recent credits include Lead Game Designer of Greenlit local-multiplayer fighting game *Mog Soldiers* 2015 and Lead Programmer of *Spooky Slash* 2016, a mobile game that is soon to be released on the app store. I aspire to excel in all tasks I undertake, offering strong work-ethics and unwavering commitment to achieving organisational goals.

KEY COMPETENCIES

Technical Skills

- Game design
- Level Design
- Team Management
- UI Design
- 3 Modelling/Sculpting
- 3d Modelling for 3d Printing
- C#
- C++
- Unity
- Search Engine Optimization

Software

- Maya
- Photoshop
- Unity Engine
- Visual Studio
- Mudbox
- Microsoft Excel/Word/PowerPoint
- Magento
- Perforce/ Github/ TortoiseSVN/ Source-Tree

- Highly developed **interpersonal** and **relationship building** skills
- Excellent **presentation** skills
- Highly **driven, self-motivated, confident** and **articulate**;
- Ability to work **under pressure, independently** and as a **team** member
- Work **professionally** and with **integrity**
- Excellent **communication** skills
- Highly **artistic** and **creative**

QUALIFICATIONS

Advanced Diploma of Professional Game Development (Game Programming)

2016 - 2017

Bachelor of Creative Arts (Game Design) JMC Academy

2013 - 2015

Higher School Certificate, ATAR: 81.75

2010

PROFESSIONAL HISTORY

Web Editor, Ryda Dot Com/ NO Frills

June 2015 – April 2016

- Perform on Ecommerce platform 'Magento' producing new content for mainly electronic products;
- Test website for quality assurance;
- Write bug and user-experience reports for their latest website
- Write and display products in an interesting and appealing manner
- Maintain the site and ensure the information and prices are accurate and up to date
- Collaborate with team members to improve growth
- Analyse and recommend solutions to arising issues
- Apply SEO techniques to content to boost search engine page ratings;

App Consultant, Association of Children's Welfare Agencies (ACWA)

April 2015

- Consult on the development process of app design for iOS and Android mobile and tablet devices
- Present to Deputy CEO and Senior Researcher on design process
- Develop position descriptions for intern team
- Develop project plan for App development

Night-fill Assistant, Woolworths Limited

2010 - 2015

- Unload stock;
- Fill and face up stocks
- Monitor Shrinkage
- Fill vacant shifts
- Lead team and allocate tasks
- Experience includes acting Night-fill Manager leading a team of 10+ staff.

Sales Assistant, Paddington Newsagency

2007 – 2010

- Magazine, Stationary and confectionary ordering, stock take and banking
- Cashier

PRODUCTION CREDITS

- Completed 3 Game Jam titles in Ludum Dare 34, Global Game Jam 2016 Sydney & AIE Game Jam June 2016
- Game Designer/ Producer/ 3D Modeller / UI Designer / Texture Artist Mog Soldiers (2015). Recently Greenlit
- Lead Programmer and Designer of mobile game Spooky Slash (2016)
- 3D Environment Modeller and Texture Artist Project Temple of Marouf (2013)
- Game Designer/ C# Programmer Museum Robbery (2014)

ACHIEVEMENTS

- Nominated for Art Express 2010
- Honour Roll 2010 Art
- Honour Roll 2010 Music
- Highest Achiever – Creative Arts – Reddam House 2010
- Awarded Most Creative 3D Print at Hackagong 2014
- Greenlit title on Steam 2016

REFERENCES

Available Upon Request