



### PROFILE

I have recently finished my bachelor's in game development and assisted at NZGDC 2023 as a volunteer. I've employed my skills with problem solving and time management throughout various projects during my degree to create cohesive final products. I'm keen to jump start my career as a programmer to develop unforgettable experiences.

### **EDUCATION**

#### BACHELOR OF SCREEN ARTS, MAJOR IN GAME DEVELOPMENT

Massey University, Wellington, New Zealand FEB 2021 - NOV 2023

- Worked in diverse groups to produce

finished projects across disciplines

- Experience with C#, Python, Unity

- Multi-disciplinary experience - 3D art, VFX, video production, sound production,

- Pathway in Web Development

### NCEA LEVEL 3 WITH MERIT ENDORSEMENT & UE

St Patricks College, Silverstream, New Zealand FEB 2016 - DEC 2020

- Experience developing a cohesive brand image

- Development with web languages to create

a dynamic website with a backend server

- Experience working with Microsoft Office and hightened use of Excel



## WORK EXPERIENCE

### NZGDC 2023 Volunteer

NZGDA, Wellington, New Zealand

Provided vital support to speakers and guests, managed talk schedules, aided Conference staff with tech, and maintained proactive communication regarding event issues and updates.

### Crew Trainer

2023

2020 - 2022 Mcdonald's, Upper Hutt, New Zealand

Seamlessly assisted managers, trained and managed crew members across multiple stations, prioritized safety, excelled in fast-paced problem-solving, and consistently exceeded expectations in delivering high-quality service.

# SKILL STATEMENT

Demonstrated an advanced level of problem solving as a core member of a game dev team, working to resolve issues with code and git as they came up. Worked within multible different team members code, adapting to their work, and providing assitance. While also producing my own additions, resulting in a successful final project, Bobbi Bones.

# INTERESTS







Gaming Technology

TTRPGs 3D Printing