

PROFILE

I'm a multi-skilled developer from Perth, Western Australia, with a strong interest in both the artistic and technical aspects of development.

I strive to improve my range of skills through both professional and personal projects, and have over 6 years of professional experience in 3D software and game development using the Unity game engine.

I care about attention to detail, moving and aesthetic experiences, clean design for users and clean design under the hood.

EXPERIENCE

TheBroth

Aug 2016 - Present

Unity Gameplay Engineer

Frontend game development using the Unity game engine.

Duties include:

- Unity game engine development
- C# programming
- 2D interface art, development and animations
- Providing critical feedback on usability, aesthetics, user experience and conversion
- Discussions and writing of technical workflow standards and best practices
- Bug-fixing and quality assurance
- Competitor, market and industry research

Sentient Computing

Jul 2010 - Aug 2016

3D Software Developer

Working with the Unity game engine to create interactive 3D applications for use in training and inductions, remote operations and real-time data visualisation. Clients are primarily in the Mining & Resources industries.

Duties included:

- Project management and client liaison
- Unity game engine development
- C# programming
- Developing re-usable code frameworks
- Streamlining work pipelines and standardising technical policies
- 3D modelling, texturing, animation and rendering
- Virtual Reality development
- User Interface design
- Graphics, branding and print design
- Video editing and motion graphics
- Website re-design and maintenance
- Technical writing and documentation

The Dance Collective

Oct 2009 - Aug 2015

Graphics Designer/Web Designer

Casual in-house graphics and web design.

Duties include:

- Website re-design, development and maintenance
- Print and web advertisement design
- Concert package creation (inc. concert programme, logos, posters and shirt designs)

EXPERIENCE
(CONTINUED)**The Dance Collective**
Dance Teacher (Casual)**Jan 2013 - Apr 2015**

Preparation and instruction of dance classes for adults.

Cell Media
3D Modeller**Jan 2009 - Dec 2009**

Creating 3D models, animations and renders primarily for use in training and safety in the Mining & Resources industries.

Duties included:

- 3D modelling, texturing, animation and rendering

EDUCATION

Murdoch University
Bachelor of Science**2008-2010**

Major: Games Software Design & Production

AWARDS &
ACHIEVEMENTS**LearnX Platinum Award Winner - Best Game/Simulation**
LearnX Foundation**Jun 2013**

Role: Project Manager and Lead Programmer

Project: Interactive 3D Heat Stress Training Module for Woodside Energy

APPEA Oil & Gas Safety Awards - Finalist
Australian Petroleum Production and Exploration Association**Aug 2013**

Role: Project Manager and Lead Programmer

Project: Interactive 3D Heat Stress Training Module for Woodside Energy

Energise Accelerator Program - Winner
KPMG**Oct 2015**

Role: Lead Team Member

Ludum Dare - ranked #38 out of 1118 global entries
Ludum Dare 35 Game Jam**Apr 2016**

Role: Solo Developer



3D | GRAPHICS | DEVELOPMENT

hello@camillehein.com
www.camillehein.com

SKILLS

Unity
Autodesk 3ds Max
Adobe Photoshop
Adobe InDesign
Adobe Illustrator
Adobe After Effects
Adobe Premiere Pro
Microsoft Office
WordPress
Microsoft Visual Studio

TortoiseSVN
GIT/SourceTree
JIRA

Oculus Rift
HTC Vive
GearVR

C#, C, Java, UnityScript
HTML, CSS

English, French

Project management
Client liaison

QA management
Process/workflow standardisation
Technical writing

Agile methodology

INTERESTS

Science fiction & fantasy
Martial arts & fitness
Technology & space

Music & dance
Game development
Film development

REFERENCES

Available upon request.