

DAN LIA

G A M E S D E S I G N E R

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<http://dan.motiongear.org/games>

ATTRIBUTES

THE ARTIST

- unquenchable passion for creativity and loves to have fun doing so
- hawk-eye for detail, consistency and quality
- visualises concepts and ideas into designs to bring them to life

THE ENGINEER

- likes to figure out how things work
- knack for solving problems using lateral thinking (loves riddles!)
- extensive technical knowledge of various fields of design and development

THE SCOUT

- insanely curious mind
- learns on the fly and puts into practice
- team-bonding skills building rapport and collaboration
- likes to explore beyond limits of convention

THE SCRIBE

- insatiable need to keep everything documented and organised
- a love for crafting narratives, environments and characters
- likes to memorise all sorts of things!

EXPERIENCE

Software Engineer, Frontend & UX Developer
for "Prime" (CBA) and "XPLAN" using Backbone/React, Bootstrap

IRESS Market Technology
Sydney

2018
2016

Games Programmer, Web Developer
for "SpongeBob Moves In" using Unity for iOS and Android

Flying Wisdom Studios
San Francisco (Remote)

2015

Store Sales Associate, EB Expo Staff

EB Games
Parramatta

2014

Game Design, Programming, Art, Modelling, Animation, Music,
SFX & Voiceacting for "Six Flavours in One Jam" using Unity

NSI Game Jam 2013 Winner
Sydney

2013

Level Designer & Developer
for "Painters Unite" using Unreal Development Kit

Canvas Interactive
Sydney

Game Design, Programming, Animation & SFX
for "Spiritd" using Unity

Global Game Jam 2012
Sydney

2012

ABILITIES

SOFTWARE

Unity ■■■■ ■
Unreal/UDK ■■■■ ■
Flash ■■■■ ■
Photoshop ■■■■ ■
Premiere ■■■■ ■

Maya ■■■■ ■
Git ■■■■ ■
JIRA ■■■■ ■
Google Drive & Docs ■■■■ ■

LANGUAGES

HTML & CSS ■■■■ ■
Javascript ■■■■ ■
Python ■■■■ ■
C# ■■■■ ■
PHP ■■■■ ■

BONUS POWERS

Drawing
Music composition (Ableton & Famitracker)
Audio editing (Audacity)
Drums & guitar
Karaoke
Ultimate frisbee
Foosball champion
Ping pong
Co-op board games
Reciting π, memorising capital cities...

Examples of my work can be found at <http://dan.motiongear.org/games>

EDUCATION

Free Code Camp
Certificate in Full Stack Web Development

2016

Qantm College Sydney (SAE Institute)
Bachelor of Interactive Entertainment, Major in Games Design

2014