

RHYS NORTON

GAME DESIGNER

CONTACT

Email: hello@rhysnorton.com

www.rhysnorton.com



PROFILE

In 2021, I completed my Advanced Diploma of Professional Game Development at the Academy of Interactive Entertainment (AIE).

I was the youngest AIE graduate of my year, because I had the opportunity to fast track my secondary education through the Ignite program for gifted and talented students, graduating year twelve at the age of fifteen, two years ahead of schedule.

During my senior school years, I completed four certificates at AIE through the Vocational Education and Training (VET) Program whilst completing my SACE.

In 2019, I was awarded the Vocational Student of the Year Award by the Southern Adelaide and Fleurieu Secondary Schools Alliance.

While my passion is game design, I also chose to develop multi-disciplinary skills in art and programming to assist with prototyping, and to become a more effective and empathetic communicator with the whole team.

My skills in game design, C# programming, and basic 3D modelling make me well suited to a junior generalist position.

I am interested in UI/UX design, QA testing, and product management, and have experience working effectively in teams including in project lead roles.

EDUCATION

- 2021 Advanced Diploma of Professional Game Development (AIE)
- 2020 Diploma of Screen and Media (AIE)
- 2019 Certificate III in Game Design (AIE)
- 2019 Certificate III in C++ Programming (AIE)
- 2018 Certificate II in Programming (AIE)
- 2018 Certificate II in 3D Animation (AIE)
- 2016–19 Aberfoyle Park High School
IGNITE Program for Gifted Students

ACHIEVEMENTS

- 2019 Vocational Student of the Year Award

WORK EXPERIENCE

- 2021 Architectus Australia
Worked as project lead with a student team on a six-week architectural visualisation project.
<https://architectus.com.au>
- 2021 Mini Mammoth Games
Six-week work experience opportunity with a hyper-casual mobile game development studio.
www.minimammothgames.com

SOFTWARE & EXPERIENCE

- Unity
- Blender
- Maya
- Visual Studio
- Adobe Photoshop
- Adobe Illustrator
- HacknPlan
- Trello
- SourceTree
- GitHub
- Microsoft Suite
- UI/UX Design
- C# Programming
- Narrative Design
- Game Design Documents (GDD)
- Agile Development
- 3D Modeling
- QA Testing

SKILLS & QUALITIES

- **Teamwork**
Work collaboratively within a team structure towards achieving a common goal and building rapport with programmers, artists and designers.
- **Leadership**
Confidently take the role of project lead and maximise the team's strengths and resources.
- **Communication**
Effective written, verbal and visual communication skills.
Presentation and pitching ideas to an audience.
Ability to create and/or edit Game Design Documents (GDD) and written reports.
- **Critical thinking, decision making and problem solving**
Meet challenges by evaluating obstacles and troubleshooting issues resourcefully. Analyse quantitative data to make decisions and solve problems.
- **Project management**
Ability to plan, organise and prioritise competing work commitments using project management tools like Gantt charts and HacknPlan to scope and deliver projects on time.
- **Fast learner**
Self-directed learning and adaptable at filling in any skill gaps in the team.
- **Supportive**
Help others when they need assistance.
- **Interpersonal**
Listening to understand, showing respect, and responding with empathy.
- **Integrity**
Honest, loyal, trustworthy, respectful, and dependable.
- **Work ethic**
Self-disciplined, punctual, and passionate about the industry, I dedicate myself to the task at hand.

REFEREES

Dr Mike Cooper – Game Programming Teacher, AIE Adelaide Campus
Orian Calvett – Game Design Teacher, AIE Adelaide Campus
Sean Mansell – Game Designer, Mighty Kingdom

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