

Glenn Peter Murphy

d.o.b: 08.02.91

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Education

Secondary

Completed High School Certificate 2008

Marist College Eastwood

Tertiary

Bachelor of Interactive Entertainment (Majoring in Games Design)

2009-2010 (Completed)

Qantm College, Sydney

Advanced Diploma of Professional Game Development (Specialising in Animation)

2012-2013 (Completed)

Academy of Interactive Entertainment, Sydney

Work Experience

Mosoga – Parramatta (2014) – Game artist/Quality assurance tester/Project manager

Game Released

NutRunner for iPhone

Roles and Responsibilities

-Management of art department

-Concept art production

- Character and environment modeller (including texturing)
- Rigging/Animation
- Shader programming
- Particle systems development
- Testing for bugs and other issues and reporting bugs

Freelance Modelling Projects (2014) – Freelance 3D Artist

Roles and Responsibilities

- Concept art production
- Character and environment modelling
- Texturing
- Rigging/Animation
- Shader programming
- Particle systems development
- Project management

Plastic Wax - Silverwater (2014) Contract role – Shot Render Manager

Roles and Responsibilities

- Managing and keeping render data up to date
- Correcting render issues and bugs
- UV mapping character asset
- Notifying producers/departments of issues

Foundation Games – Parramatta (2011-2012) - Game Designer/QA Tester

Games Released

- Lumi for iPhone/iPod Touch

Roles and Responsibilities

- Testing for bugs and other issues with the games

- Level design
- Mechanic and game concept design
- Production of game design documentation

Independent Client Game Project – Team Leader/Scripter/Artist

Roles and Responsibilities

- Leading a team of three members through the development of a mobile game title.
- Scripting the functionality of the game through the use of Unreal Kismet
- Game documentation production and project planning
- Quality assurance and bug detection/repairing

Other Experiences

- Led a team of six members, including 3D and 2D artists and game programmers in the creation of a third person action shooter prototype using the Unreal Development Kit for a student project.
- Created environment assets and particle effect assets for a collaborative student project for an online multiplayer game.
- Created numerous prototypes and proof of concept games using the Unreal development kit for the iOS Platform for both personal and professional projects.

Computer Skills

- **Linux (Ubuntu)**
- **Jira**
- **Open Office**
- **Microsoft Office**
 - Word, Powerpoint and Excel
- **Adobe Photoshop**
- **Autodesk Maya**
- **Autodesk Mudbox**
- **Zbrush**
- **Adobe After Effects**
- **Unreal 4**
 - Cascade and Matinee

- **Unreal Engine 3 (Unreal Development Kit)**

- Unreal Cascade, Kismet, Matinee and Materials Editor.
- **Unity Game Engine**
 - Shuriken Particles Editor

Personal Skills

- Strong skills in design and quality assurance
- Flexible and a fast learner
- Working well within team environments
- Leadership
- Management
- Ability to work unsupervised
- Commitment to quality

Interests

- Enthusiastic about creating and playing video games.
- Interested in science fiction TV shows and movies.
- Eager to expand knowledge in the realm of 3d and games creation.
- Enjoys electronic music while working.

References

Matt Barker

AIE Sydney
Game Art Tutor
Former 3d artist at Team Bondi
Mob: 0432914963
mattb@aie.edu.au

Chris Degeer

Foundation Games
Game Artist
Former 3D artist at Team Bondi
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Nathan Everett

Bigworld Technology
Former Game designer at Foundation Games
QA Tester
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