

Eleanor Browne

Game Designer

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Summary

I am passionate about the video game industry and am building my skills as a game designer and developer. I am skilled with Unity and am capable in basic C# programming and 3D modeling in Maya. I have a degree specialising in illustration and have a background in drawing and writing.

Areas of Expertise

- Rapid concept development.
- Idea Generation
- Storyboarding
- Adobe products: Photoshop, Illustrator and InDesign.
- Developing games, specialising in Unity Engine and other engines.
- Proficient in Microsoft Office
- Ink, charcoal and pen artist

Education

Advanced Diploma of Professional Game Development (2015-2016)

Adelaide Academy of Interactive Entertainment

- Game Design and Production stream.
- Created the concept and in-game art for a 2D prototype: "Art Thief" which was renamed "Street Artist". That was exhibited at the Adelaide Fringe 2017.
- Conceptualized, programmed and created the art for a prototype: "Wordpool".
- Project lead on the group project "Wordpool" based on the solo prototype of the same name.
- Collaboration project to create the documentation for the game concept: "Phantom Master"

Bachelor of Design Visual Communication (2012-2014)

University of South Australia

- Illustration stream
- Character Design
- 2D Level design
- Adapted Hans Christian Anderson's "Little Match Girl" into a story board

Westminster School (2008-2011)

- Completed Year 12
 - Creative Arts
 - Visual Arts- Arts
 - Agriculture and Horticulture (Agricultural and Horticultural Studies)
 - Food and Hospitality
 - Research Project B
- Creative Art Award (2011)

Professional Development

- Exhibited a game for Adelaide Fringe 2017.
- CDW Art Bootcamp (2015)
- Hatch exhibition (2014)
- 2:34 exhibition (2014)
- Won the Adelaide Fringe 2017 Week 4 Award for Best Interactive, Film or Digital
- Exhibited a game at AVCon 2016 Indie Game Room.

Employment

University of South Australia – MOD (Museum of Discovery) Youth Advisory Board (2017 - 2018)

- Governance role in respect to the MOD project.
- Providing input on gaming and art.
- Act as an ambassador for MOD.

Oxfam Book Shop (On Desk Volunteer) (2015- current)

- Illustrated posters and bookmarks advertising the March 17th 2018 Side Walk Sale
- Opening and closing the shop.
- Customer service.
- General store tidying.

Holiday Care Children's Art Classes (2017)

- Teaching and watching over children between the ages of 5 and 10.

Woman's and Children's Foundation (2016)

- Data entry and administrative support

AIE (Volunteer work) (2015-2016)

- Set up Open days
- Represented AIE at Open days.
- Represented AIE at a careers expo without teacher aid.

Pet Care (2011- current)

- Keeping in touch with clients about their pet.
- Exercising dogs.
- Checking on animals during summer while clients are at work.
- Taking care of multiple animals over a set of days

Interests

- Drawing
- Writing
- Video Games
- Travel

References

- Kim Forrest

Producer at Mighty Kingdom

Phone- 0427 427 728

Email- kim@mightykingdom.com

- Karl Cizakowsky

Senior Design Teacher-Academy of

Interactive Entertainment

(Adelaide Campus)

Phone- 0416 197 934

Email- karlc@aie.edu.au

- Peter Mitchell

Oxfam Bookshop

Roster/Volunteer Coordinator

Phone- 0411 831 585

Email- pmitch@pbm-au.net

- Jonathan Aucone

Communications Coordinator,

AIE Adelaide Campus

Phone- 0427 744 873

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- Marta Harbuzinska

Fundraising Manager

Cancer Council SA

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