

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

## Employment

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

- 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)

- 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
- Video Games
- Writing
- 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

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- Peter Mitchell

Oxfam Rooster/Volunteer Coordinator

Phone- 0411 831 585

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- Jonathan Aucone

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AIE Adelaide Campus

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