

# 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
- Project Management

## Freelance - Project Management

**Engineering Animation (2019 - current)**

**Ping Product Animation (2018)**

- Project management
- Client liaison
- Quoting and costing
- Storyboarding
- Project administration

## 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 for various sales.
- Responsible for the Oxfam Bookshop Instagram (2019-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

## **Professional Development**

- Participated in the Global Game Jam 2019
- 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)

## **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 Art Award (2011)

## **Interests**

- Drawing
- Video Games
- Writing
- Travel

## References

- Matt Stead

CEO- Ping Services

CEO- Resonate Consultants

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- Fleur Bowden

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- Peter Mitchell

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