

Portfolio – www.vertexmason.com

Experience

[Torus Games, December 2013 – October 2014 \(Level Designer\), March 2008 – July 2010 \(Level Designer\)](#)

Responsible for the design and implementation of levels for games based on established intellectual properties. It was essential for me to work closely with the rest of the design team, as well as other departments to ensure that the project met all expectations of quality within the designated time frame.

Responsibilities

- Design and documentation
- Level layouts
- Whiteboxing and prototyping
- Modular Construction
- Entity placement
- Camera tracking
- Puzzle implementation
- Scripting
- Narrative blocking
- Testing and bug fixing

Completed Projects

- [Penguins of Madagascar](#) (2014) Wii U, Wii, 3DS
- [Falling Skies: The Game](#) (2014) PS3, Xbox 360, Wii U, PC
- [Scooby-Doo! ...Spooky Swamp](#) (2010) Wii / PS2 / DS
- [Scooby-Doo! First Frights](#) (2009) Wii / PS2 / DS
- [Monster Jam: Urban Assault](#) (2008) Wii / PS2 / DS / PSP

[Mesmer Mobile, 2012 – Present \(Solo Developer\)](#)

This is a business that I started, focussing on the development of mobile games. Currently, I am responsible for each project in its entirety (art, design, technical, etc.), with the exception of SDK plugins such as AdMob and Geosophic.

Responsibilities

- Design and prototyping
- Modelling and sculpting
- UV mapping and texturing
- Rigging and animation
- Visual scripting
- Testing and bug fixing
- Music arrangement and sound editing
- Compilation and publishing
- Online advertising

Completed Projects

- Cyborbs (2014) [Android](#) / [iOS](#)
- Abbott VS Rudd (2013) [Android](#) / [iOS](#)
- Naked Zombies Live Wallpaper (2013) [Android](#)
- Zombonic (2012) [Android](#) / [iOS](#)

Achievements

- [Reached No.1 on Australian App Store](#)
- [Extensive media coverage](#)

Key Skills & Abilities

Technical Skills

- Strong documentation skills
- Research and cataloguing
- Design, prototyping and implementation
- Excellent understanding of 2D and 3D environments
- Experience with a variety of platforms
- Visual and text based scripting
- Basic programming knowledge
- Modelling, texturing and optimisation of assets
- GUI design and implementation
- SDK integration, such as AdMob, Kiip and Geosophic
- Testing, fault finding and resolution
- Video editing
- Music arrangement and sound editing
- Publishing through iTunes and Google Play

Software Proficiencies

Operating Systems & Platforms:

Windows, OS X, Android, iOS, Wii, DS, PSP, PS2

3D Tools:

3DS Max, Maya, Blender, ZBrush, xNormal

2D Tools:

Photoshop, Flash, Illustrator

Engines:

Unity, Unreal (UDK / Unreal Editor), id Tech (Radiant)

Multimedia Tools:

Lightworks, Premiere, Dreamweaver, LMMS, Audacity

Project Tools:

JIRA, PR-Tracker, Hansoft, Alienbrain, Subversion, Microsoft Office / OpenOffice. Basic knowledge of Eclipse and Xcode.

Programming Languages:

C#, C++, Pascal, HTML/CSS, JavaScript, PHP, MySQL

Qualifications

- Bachelor of Computer Science – Swinburne University of Technology (**In progress**)
- Bachelor of Communication (Digital Animation) – University of New England
- AutoCAD 1 Course – Swinburne University of Technology
- 3D Studio Max Course – Swinburne University of Technology

Referees

Available on request.