

Harrison Truman

Level Designer/Environment Artist

REFERENCES AVAILABLE ON REQUEST

(+61) 411 632 160 | harrytruman@live.com.au | www.htrumanportfolio.com

Dedicated student game developer with an insatiable passion for building rich and diverse 3D environments accompanied by a fluid level design, for visually engaging and intuitive gameplay experiences.

CURRENT PROJECT

Capstone

Isle of Ewe (PC)

QUT Team Project

Feb 2019 - Present

Level Design/Environment Artist

- Responsible for all development related to the environment and gameplay progression, including modelling most of the game's assets.
- Configuration of all lighting and post-processing effects, as well as environmental and player particle-systems.
- Scripted events, camera sequences and player tutorials/tooltips.
- Regular collaboration and communication with team members to achieve weekly Sprint goals and overcome development milestones.

WORK EXPERIENCE

Coles

Corinda QLD

Mar 2018 - Present

Dairy Department IC

- Monitor and record daily inventory counts electronically.
- Daily inventory safety-checks to maintain health requirements.
- Manage customer enquiries and large stock orders.

Coles

Coburg North VIC

Mar 2016 - Jan 2018

Indooroopilly QLD

Mar 2014 - Jan 2016

Nightfill Team Member

- Coordination of store refill and stock presentation within large teams.
- Gained valuable time management skills and ability to maintain an efficient workrate over long periods.
- Inspection and authorization of deliveries from distribution centres

Gizmo Promotions

Brisbane QLD

Feb 2012 - Jan 2013

Sales Representative

- Organization of merchandise and promotional material.
- Sales and face to face customer service
- Inventory management and stall allocation.

EDUCATION

Queensland University of Technology

Bachelor of Games and Interactive Environments

- Queensland University of Technology, 2018 - 2019
- RMIT University, 2016
- Queensland University of Technology, 2014 - 2015

Intro to Game Design - Volunteer Peer Learning Leader

- Queensland University of Technology - 2018

St Peters Lutheran College - QLD

Year 12 Completion

- St Peters Lutheran College - 2013

SKILLSET

- Unity
- Unreal Engine
- Basic C#
- Maya
- Substance Painter
- Git
- Adobe Photoshop
- Adobe InDesign
- Adobe Premiere