

CAMERON BAKER

GAME DESIGNER & DEVELOPER

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EXPERIENCE

Game Designer and Developer

2and2

2013 - 2015

Drove development for a massive, cutting edge, HTML5 game for the ABC; designed and built two cultural change games for Ansto and Skillset; designed and developed a Chinese market educational games suite.

Worked with Agile-Scrum processes and initiated communication processes. Responsible for art pipeline; team communication and outcomes. Team coaching; budget and time management. Fulfilling design and learning outcomes.

"...Your party arrives..."

Game Developer

Self Employed

2013

Undertook multiple design and programming contracts in the Sydney area.

Responsibilities included managing deadlines; direct client collaboration; meeting client objectives; basic contract management; scoping projects and managing budgets.

"...The innkeeper welcomes you..."

Game Programmer

Explore Engage

2011 - 2013

Developed multiple augmented reality applications and installation pieces. Designed and built games for Storm Surfers and Ausgrid.

Responsibilities included managing time; working with a multidisciplinary team; and fulfilling design outcomes.

"...Fire warms and comforts..."

EDUCATION

Bachelor of Interactive Entertainment

Qantm College

2008 - 2011

"...You unfurl a scroll..."

Graduated in 2011 with a distinction average.

SKILLS

Game Development. Game Design. Project Management.
Team Collaboration. Strong Communication skills.
Unity3D. C#. CreateJS. HTML5. CoffeeScript.

"...You examine your inventory..."

AWARDS

2014 Australian Mobile & App Awards Finalist - Education/ Family
2014 Australian Mobile & App Awards Winner - Games
2014 Interactive Media Awards - Education
2012 Stealth Jam Winner
2012 Global Game Jam Organisers Choice Award

Half Life Hero
Skillset Powerplay
ABC Zoom
Operation OmNom
Ashes To Ashes

"...Medals glimmer and shine..."

REFERENCES

Available on request.

"...Your quest has ended..."