SEAN WARTON

CG ARTIST | ANIMATOR | PROBLEM SOLVER

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PROFILE

I'm friendly and approachable with a versatile skill set in multimedia development, CG artwork and animation. I enjoy creative problem solving in these and other areas, in particular finding ways to automate or streamline monotonous or complex workflows.

EXPERIENCE

Multimedia Developer at TAFE   Jan 2016 - Current

I was asked to return to work with TAFE at the Mt Gravatt campus, joining their team of multimedia developers to work on the ongoing development of online content. Thanks to my time with TAFE in the previous year, I was easily able to hit the ground running.

Multimedia Coordinator at TAFE Queensland Product Agency   Feb 2015 - Oct 2015

I was employed at QLD TAFE to coordinate the development of several courses in an online format. This primarily involved facilitating the creation of large amounts of content in a relatively short time frame whilst ensuring adherence to TAFE branding guidelines and compatibility with a new LMS. I assembled and lead a team to develop it, and as a result our product was output at both an exceedingly high quality and quantity. I also performed project planning, coding, designing, animating and QA.

Freelance and contract work   2010 - Current

Towards the end of 2010 I decided to pursue a broader range of experience at university studying Games Design, whilst continuing to work with Beyondedge and individual clients on a freelance basis. In this time I've enjoyed working on a large range of projects with many interesting and unique clients and requirements.

Multimedia Developer at Beyondedge   2008 - 2010

At Beyondedge I was responsible for designing user interfaces for websites and e-learning programmes, animation, video editing, and illustration as well as the setup, maintenance and running of equipment for film shoots. Some clients I worked with whilst at Beyondedge include Queensland Ambulance Service, Coca-Cola Amatil, Toll Holdings, Gold Coast Health and Queensland Rural Fire and Rescue Service.

FORMAL EDUCATION

Bachelor of Games Design at Griffith University   2011 - 2013
Diploma of Multimedia at Gold Coast Institute of TAFE   2008 - 2009

ACCOLADES

- 2016 48 Hour Game Making Challenge "Pro League" category winners
- 2015 48 Hour Game Making Challenge "Newly Pro" category winners
- 2013 Audience Choice Award in Games Design (Griffith University)
- 2013 Overall Highest Achievement in Games (Griffith University)
- 2010 Published in "Inspirational Stories from Past and Present Students" (Gold Coast Institute of TAFE)
- 2009 Student of the Year Award (Gold Coast Institute of TAFE)
- 2009 Industry Award (Gold Coast Institute of TAFE)

HIGHLIGHTED PROJECTS

48 Hour Game Making Challenge: Help, We Summoned A Love Giant!   Oct 2016

After being named winners of the Newly Pro category in 2015, I felt it was time to move my annually competing team in the 48 Hour Game Making Challenge up into the Pro League under a new name: *The Freelance Police*. This year we set out to create a VR game. One challenge with VR titles is that there can generally only be one player at a time, so I pushed for our team to create a VR game with local multiplayer.
Help, We Summoned A Love Giant! was our 2016 entry to the challenge. This year's words *power*, *love* and *surprise* gave way to us creating a game about a town of small beings who have accidentally summoned an intimidating Giant of Love and need to banish it before it smooches them all.
Help, We Summoned A Love Giant! lead us to win the Pro League category.

48 Hour Game Making Challenge: SOL   Oct 2015

Each year since 2012, I've lead my game development team, *Studio Blimp*, in the annual *48 Hour Game Making Challenge* in Brisbane. The premise of the contest is simple: Create a video game from nothing inside of 48 hours. At the start of the contest, three keywords are announced, which each team must design their game around.
SOL (*Singularity Orbiter League*) was our 2015 entry to this challenge. Our interpretation of the words *collapse*, *swallow* and *thief* lead us to create a two player game set in space, where each player uses a spaceship to fling asteroids into their opponent's sun using gravity based physics. When a player's sun absorbs too many asteroids, it collapses into a black hole and the opponent wins.
SOL earned us recognition as winners of our category, Newly Pro.

Coal Control   Feb 2013 - Nov 2013

In my final year of the Bachelor of Game Design course at Griffith University, students were primarily tasked with forming a team and building a video game. One result of this was *Coal Control*, my team's game in which the player takes the role of a sentient lump of coal called Coaly, who's task it is to navigate and solve puzzles in abandoned mine shafts and caves in order to rescue the canaries that were left there.
I was responsible for art direction along with 3D modeling and 2D texture artwork, as well as designing and creating mobile-friendly particle effects.
Coal Control won awards at the Griffith Film School Showcase for "*Overall Highest Achievement in Games*", "*Audience Choice Award in Games Design*" and was nominated for "*Most Outstanding Audio*".

Robots Can't Jump   March 2013 - July 2013

In early 2013, my programming lecturer at the time, Derek Van Tonder, approached me to help make the prototype for his game *Robots Can't Jump* ready to be shown at *PAX Aus* in July. Recognising the large task ahead of us, I put together a small team of people to help bring the game to fruition. I was involved in many aspects of production including 3D modeling, texturing, UI design, 2D artwork and overall art direction. Thanks to everyone's combined efforts, the game was ready in time and we exhibited *Robots Can't Jump* in the Indie Pavilion of *PAX Aus*.

SOFTWARE SKILLS

• Photoshop	★★★★★		• HTML	★★★☆☆
• After Effects	★★★★☆		• CSS	★★★★☆
• Premiere Pro	★★★☆☆		• Mac OSX	★★★★★
• Illustrator	★★★☆☆		• Windows	★★★★☆

References available on request.