



# SEAN WARTON

CG ARTIST | ANIMATOR | PROBLEM SOLVER

## PROFILE

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I'm friendly and approachable with a versatile skill set in multimedia development, CG artwork and animation. I get a kick out of creative problem solving, in particular finding ways to automate or streamline monotonous or complex work-flows. Some passions of mine include game making jams, stop motion animation and pixel art.

## EXPERIENCE

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### **Multimedia/Web Developer at TAFE** Jan 2016 - June 2017

I was asked to return to work with TAFE at the Mt Gravatt campus, joining their team of multimedia developers to aid in a large push of online content development. 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 began pursuing a broader range of experience at university studying Games Design, whilst continuing to work with Beyondedge and individual clients on a freelance basis, focusing on multimedia and web development.

### **Multimedia Developer at Beyondedge** 2008 - 2010

At Beyondedge I was responsible for designing user interfaces for websites and e-learning software, 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

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### **Bachelor of Games Design at Griffith University** 2011 - 2013

### **Diploma of Multimedia at Gold Coast Institute of TAFE** 2008 - 2009

## ACCOLADES

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- 2017 Australian Game Developer Award Finalist (Gerrymander: Rig The Election)
- 2016 "Pro League" category winners (48 Hour Game Making Challenge)
- 2015 "Newly Pro" category winners (48 Hour Game Making Challenge)
- 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

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### Gerrymander: Rig The Election!

Feb - August 2017

*Gerrymander: Rig The Election!* is a mobile puzzle game designed around the concept of “gerrymandering”, a term used to describe the restructuring of electorates to give a certain political party an advantage. I took on responsibility for all visuals and artwork in this project, crafting a slick yet playful pixel art aesthetic. It was included in the shortlist for the 2017 Australian Game Developer Awards.

### Help, We Summoned A Love Giant!

Oct 2016

*Help, We Summoned A Love Giant!* is a multiplayer VR 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 our team to win the Pro League category of the 2016 48 Hour Game Making Challenge.

### The 10th Annual 48 Hour Game Making Challenge

2016

The *48 Hour Game Making Challenge* is an annual game making jam wherein teams must create a video game from scratch inside of 48 hours, designed around three secret keywords which are revealed at the start of the challenge. This year I took on a large role in the organisation of the event with the goal of making it the biggest and best year yet. I coordinated website development, designed banners and signage, sponsorship, and even facilitated a large birthday cake to feed hundreds of jammers in celebration of the event’s tenth anniversary.

### SOL: Singularity Orbiter League

Oct 2015

*SOL (Singularity Orbiter League)* is 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. *SOL*, created in two days from scratch, earned our team recognition as winners of the Newly Pro category of the 2015 48 Hour Game Making Challenge.

### Coal Control

Feb 2013 - Nov 2013

*Coal Control* is a puzzle game where the player guides a sentient lump of coal through 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

*Robots Can’t Jump* is a side scrolling puzzle/adventure game that I was approached by the developer of to help make the prototype in time 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. The project went smoothly and we exhibited *Robots Can’t Jump* in the Indie Pavilion of *PAX Aus*.



## SKILLS & SOFTWARE

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| • Photoshop     | • Balsamiq Mockups | • Sourcetree |
| • After Effects | • HTML             | • JIRA       |
| • Premiere Pro  | • CSS              | • MacOS      |
| • Illustrator   | • Javascript       | • Windows    |
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References available on request.