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Ewan Hickey: Game Designer and Programmer

Skills:

- Extensive knowledge of the Unity Engine.
 - Great programming skills for C#, Javascript.
 - Experience designing and implementing AI systems.
 - Experience building shaders for special effects in Unity
 - Skilled in programming UI systems, particle systems and shaders.
 - Animation skills in Toonboom and sprite animation in Photoshop.
 - Experience in Level Design.
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Works:

Ghost In the Machine

Credited for Art, Animation, Game Design, Level Design

- Made for "Experimental Game Design" at Griffith University.
- 2D Platformer, centered around a game that doesn't want you to play it
- Featured pixel art environments and animations.

Favour

Credited for Programming, Design

- Made in 48 hours for Gold Coast Global Game Jam 2016
- An arcade style competitive sacrificial ritual, where players steal animals to throw in a pyre.
- Won audience choice vote for the Game Jam.

"Project 1" (Working Title)

Credited for Programming and Design

- Developed as a prototype for Auran Entertainment as part of Workplace Integrated Learning.

- Turn based strategy game.
- Designed and implemented enemy and NPC AI systems.
- Collaboratively designed game level.

Lowering the Bar

Credited for Programming, Design, Writing

- Made for the Gold Coast Creative Game Challenge 2016
- Player's move through a bar attempting to work out cheesy pick-up lines.
- Item based system surrounding potential puns.

Siege: Toybox Defenders

Credited for Programming, Technical Artist

Winner of Griffith Film School "Most Outstanding Technical Achievement" Award

- Graduation Project from Griffith University.
- RTS styled tower defence, where players use tower to defend control points against toys
- Built systems for all game logic, including the strategy for enemy AI.
- Developed various shaders for use of special effects within the game.
- Worked collaboratively with artists and designers.

Agent

Credited for Programming, Design, Level Design

- Made for "Advanced Game Development" at Griffith University
- Featured a First-Person-Shooter AI agent that the player fought against
- The agent can take cover, move to vantage points, and reacts to the actions of the player.
- Used shaders for dynamic textures and image effects.

Education:

Bachelor of Games Design at Griffith University

Graduated in December 12, 2016.

Awarded 2016 Award For Academic Excellence

GPA: 5.800