

Resume

Andrew Hill

Contact Information

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Employment History

Torus Games, 2008 – 2010 (Level Designer)

Responsible for level layouts, whiteboxing, puzzle design, entity placement, camera setup, scripting, and contributing to narrative blocking. It was essential for me to work closely with the rest of the design team, as well as other departments to ensure that the project met and surpassed all expectations of quality within the required time frame.

Shipped Titles: Scooby-Doo! and the Spooky Swamp (2010) Wii / PS2 / DS
 Scooby-Doo! First Frights (2009) Wii /PS2 / DS
 Monster Jam: Urban Assault (2008) Wii / PS2 / DS / PSP

HGC Administrative Services, Melbourne, 2004 – 2007

Creation of website graphics, and maintenance of online content for various websites.

Vanzella Graphic Design, Collingwood, 2003 – 2004

Involved primarily with graphical tasks and updating catalogue content.

Key Skills & Abilities

Planning of layouts and progression flow, whitebox creation using commercial 3d packages, implementation of functionality / entity placement, camera systems, experience with a proprietary scripting language, utilisation of 3d packages for artistic purposes.

- Rapid skill development, and ability to adopt the work flow requirements of a department.
- Ability to work alone or in teams, and communicate to ensure tasks are on track and consistent with project vision.
- Creativity, planning, problem solving, attention to detail, and ability to identify and pre-emptively resolve potential issues.
- An understanding and appreciation for hardware limitations, the necessity of optimisation, and general resourcefulness.
- Motivation, enthusiasm, commitment, determination, and strong work ethic.

Software Proficiencies

Design Tools: Radiant, Unreal Editor, Valve Hammer Editor
Art Tools: 3ds Max, Maya, Zbrush, Photoshop
Project Tools: Alienbrain, Subversion, JIRA, PR-Tracker, Hansoft
Other: Microsoft Office, UltraEdit, Flash, Dreamweaver, Premiere, Encore, Audacity

Education

- Bachelor of Communication – University of New England
- Advanced Diploma Digital Animation – JMC Academy
- Certificate IV in Digital Animation – JMC Academy
- AutoCAD 1 Course – Swinburne
- 3D Studio Max Course – Swinburne
- Victorian Certificate of Education – Yarra Valley Grammar