

TIMOTHY HURLEY

📍 Sydney, NSW, Australia



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Skills

Listening and communicating with purpose
Flexible and logical thinking
Recording and documenting information
Quick learning
Developing in Unity and Unreal Engine
Basic 3D modelling, sound editing, and C# scripting

Every game can be enjoyed by someone, and I enjoy learning why that's the case. I studied game design and development to – in an nutshell – understand more about video game development and the lures of video games. Now, I'm designing interactive experiences with lures of their own to practice the art of developing engaging and innovative video games.

Qualifications

Completed with Penrith City Council
Certificate III in Business Administration
(BSB30415)

Completed with the Academy of Interactive
Entertainment
Advanced Diploma of Professional Game
Development (10702NAT)
Diploma of Screen and Media (CUA51020)
Diploma of Visual Arts (CUA51120)

Interests

Treating owned yet unfinished video games
as a to-do list
Designing and formatting document
templates
Learning a little bit of everything
Writing cohesive narratives
Playing social team sports (namely soccer)

References available on request

Experiences

Duty Manager at Supamart IGA
August 2021 – Present

I instruct and work alongside a small team to prepare the grocery store for its next day of business.

- Responding to sudden changes in workload and priorities to meet same-day deadlines.
- Instructing a team of people to fill and face store shelves.

Scheduling Assistant at Mr Grout
September 2020 – October 2021

I worked in an office of 4 people, responding to enquiries to determine scope of work and schedule grout and tile repair jobs for a team of roughly 12 technicians.

- Responding to phone, email, and web enquiries to determine the scope of a customer's requested job and schedule our most suited technicians to confirm quotations and complete the work on-site.
- Recording weekly sales figures and job conversion rates to track finances and job flow.

Work Experience QA Tester at SMG Studio
September 2022

While studying at the Academy of Interactive Entertainment, I was fortunate enough to work under SMG Studio's QA team to test an update for RISK: Global Domination on Steam.