

HI, MY NAME IS DAUM PARK



Games Programmer & Graphics Designer

CONTACTS

Online Portfolio
itsdaum.com/recent-post/

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Unit 2/68 Victoria Ave, Chatswood



LONG STORY SHORT

Seeking a creative career as a programmer in the IT industry.

Passionate game developer. Experienced working with agile in team environments.

Able to develop creative solutions for problems. Quickly adapt to new programming languages and technologies.

I am also...

Positive and easy to get along with. Outgoing and enjoy physical exercise. My hobbies are guitar, photography and art.



SKILLS

PROGRAMMING

Proficient in OOP design and implementation.
Strong understanding of Data structures.

C# & C++

Java

HTML5 & CSS3



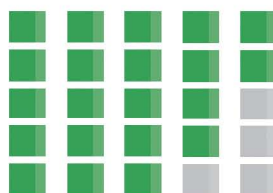
UNITY3D

Photoshop & Illustrator

SourceTree Github

Asana

Autodesk 3DsMax



EXPERIENCE



Cry of the Dolphin

Position: Lead Designer and Programmer July - Oct 2015
A 4 month project to develop a mobile game. Responsible for designing the overall feel and programming of the game
Learned: Leadership, Source Control, Programming skills

Vengador

Mar - June 2015

Position: Project Leader and Lead Artist
A 4 month project to develop a promotional game for an indie comic book artist. Responsible for managing communication with client, keeping track of meeting deadlines and developing the game art.
Learned: Leadership, Time management, Communication Skill, Art skills

JNJ Games

Aug 2013 - Dec 2014

Position: Graphic Artist
Developed an educational game with a team of 4. Responsible for conceptualising, designing and developing the game art.
Learned: Agile development, Development Cycle, Animations

Coffee Club

June 2009 - Aug 2013

Position: Cashier and Waiter
Responsible for handling money and keeping customers satisfied. Worked within a collaborative team environment.
Learned: Teamwork



EDUCATION

University of Technology Sydney

2014 - Current

Bachelor of Science in Games Development

Northern Sydney Institute TAFE

2012 - 2013

Diploma & Cert IV in Digital Interactive Games Programming

Chatswood High School

2006 - 2011

Higher Education Certificate



ACHIEVEMENTS

1st Place UTS Games design studio

Nov 1st 2015

Worked on Game Design and Programming

1st Place at Hectic Games Jam #5

Dec 20th 2014

Worked on Game Design and Art.

1st Place at Hectic Games Jam #4

Mar 20th 2014

Worked on Game Design and Art

9th for "Fun" at Ludum Dare #30

Aug 25th 2014

Worked on Game Programming, Art and Design.

Overall 45th place out of 1045 entries.

140th for "Humor" at Ludum Dare #31

Dec 8th 2014

Worked on Game Programming, Art and Design.

Overall 223rd place out of 2637 entries.