

# DAUM PARK

Game Programmer, Designer, Creator

Australia, Sydney  
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## CAREER GOAL

To elevate the culture of play. To challenge and be challenged by the **perception** of games, **crafting** of games and **communities** around games.

## EXPERIENCE

Jul 2016 - Feb 2019

### No Moss Studios | Co-founder, Lead Designer, Programmer

- Grew a purpose-driven games studio and consultancy based in Sydney to a size of 6 game developers.
- Led and inspired game development team to design and craft games for both Mobile and PC/Mac.
- Streamlined processes to ideate and craft a new tiny game to remember every fortnight.
- Implemented re-useable library of Unity3d components, tools and project setups to conserve time.
- Organised Play and Tell and Get That Game Done events to share craft, skills and exchange feedback.
- Ran internship programs to mentor interns on how to learn, design and craft games using Unity3d and Agile framework.

Shipped Games - All projects crafted using Unity3d

Mobile: Sprout Up, A.L.I.C.E, Flip It and Jack the Super Prawn

PC/Mac: Beam Team, My Magpie, Sound of my Town, Secret Handshake and Clouded

Aug 2016 - Dec 2017

### Next Gen Gaming | Mid Level Programmer

- Recreated Flash based games to Html5 games using Javascript and Pixijs.
- Developed company's first Html5 Jackpot client end.

Shipped Games - All projects built using Javascript and Pixijs

Web: Cleo's Wish, Kingdom's Edge, Medusa II Jackpot Html5, Medusa II Html5

## PROJECTS

Feb 2016

### Ritual Ware | Designer and Art

- Led a small, close-knit team of game developers to craft a game around a twist.
- Awarded Real Dark Real Quick by IDGA Sydney Group

Jul - Oct 2015

### Cry of the Dolpin | Designer, Programmer and Art

- Worked in a team of game developers to craft a game about "echolocation" using Unity 3D.
- Awarded 1st Place for innovation and gameplay by Microsoft and Game Design Studio

Mar - June 2015

### Vengador | Product Owner, Designer and Programmer

- Led a team of game developers to craft a promotional game for an indie comic book artist.
- Communicated closely with client to understand client needs and manage client expectations.
- Received positive feedback from both client and comic fans at Sydney Supanova 2015.

Aug - Dec 2014

### Lupa

- Awarded 1st place by Hectic Games Jam #5 hosted by North Sydney Institute TAFE

### Magic Benny vs the Wood cutters

- Awarded 1st place by Hectic Games Jam #4 hosted by North Sydney Institute TAFE

### Link

- Awarded 9th for "Fun" category and placed 45th out of 1045 Ludum Dare entries

## EDUCATION

Oct 2017

Professional Scrum Master I

Scrum.org

2014 - 2016

Bachelor of Science in Games Development

University of Technology Sydney

2012- 2013

Diploma & Cert IV in Digital Interactive Games Programming

Northern Sydney Institute TAFE

## SKILLS

### Game Engines

Unity3d

Unreal Engine 4

Phaser

### Programming

C#, Javascript, Java

Gitlab | Github

TortoiseSVN

### 2D

Adobe Photoshop

Pyxel Editor

Procreate

### 3D

3ds Max

Blender

Zbrush

### Other

Adobe Premier

Adobe After Effects

Processing