

# Rohan Malone

Programming and Design

## CONTACT

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## PROFILE

I am a developer from Melbourne making my way into the games industry, with an interest in narrative driven experiences and interesting mechanics.

I work in several different code languages and development environments and am always interested in improving current skills and learning new ones.

I also have experience and skills in game design and development of ideas, including design documentation, prototyping and project management.

I have interest in working in large scale game projects as well as smaller indie environments.

## EXPERIENCE

### Shift Manager/ Various Positions (Factory X)

Dangerfield and Jack London fashion retail stores  
Duties include: management and directing of staff, stock management, customer conflict management and reduction

2012 - Current

### Ski Instructor

Rookie Ski Instructor at Gondola Snow Sports, Niseko Japan  
Primarily a teaching role instructing groups of children, adults and a smaller private group  
Occasionally conducting guided tours

2014 - 2015

## CONTRACT WORK

### Girl Geek Academy

Lead work shop helping teachers become familiar with new technologies to help them better understand the maker space opening at their school.

Apr 2018

### Girls Make Games Camp Counselor

Instructor and counselor at the 2018 GMG Melbourne camp. Leading lectures and tutorials for young girls aged 8-17 years of age as well as one on one tutoring and guidance.

Feb 2018

## ACHIEVEMENTS

### Recipient of Girls Make Games GDC scholarship

Mar 2018

### Recipient of IGDA MIGW scholarship

Oct 2017

### Unity Student Ambassador

2017 - Current

## EDUCATION

### Bachelor of Games Development

Specialising in Programming  
SAE Institute Melbourne Campus

2016 – 2017

## SKILLS

### Code

C#   
C++   
Lua 

### Engines

Unity   
UE4 

### Design

Design Documents   
Project Management 

## REFERENCES

### Mike Blackney

Creator of Dead Static Drive  
T: 04 0510 5076  
E: [mike@mikeblackney.com](mailto:mike@mikeblackney.com)

### Sam Winward

Games Design Lecturer SAE  
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### Jennifer Rouse

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