


Rohan Malone

Programming and Design

CONTACT

E : rohan@valentinegames.studio
W: valentinegames.studio

 [@ValentineGames](https://twitter.com/ValentineGames)

 [linkedin.com/in/rohan-malone](https://www.linkedin.com/in/rohan-malone)

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

IGDA Foundation Program Director

Directing the IGDA scholars program for 2018 MIGW.
Organizing itinerary, selecting candidates, managing a small operations team. Apr 2018
-Current

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

Jennifer Rouse

Shift Manager ClearIT
T: 04 1330 2903
E: hello@jennifermareerouse.com