

Cameron Bennetts

Phone: 0411 195 582

Email: cameronbennetts@gmail.com

Portfolio: cameronbennetts.com

SUMMARY

I'm passionate about programming and game design, with an eye for details. With over six years of experience in customer service, administrative work and management, I'm eager to bring my energy and motivation to a programming role in the game development industry, while striving to contribute to a fun, engaging and positive workplace.

PROJECT EXPERIENCE

I began a Game Programming course at the Academy of Interactive Entertainment in 2021 after years of using GameMaker as a hobby and participating in a few online game jams.

AIE projects have mostly used C++ and C# from scratch, with more advanced projects utilizing libraries such as OpenGL or Assimp, and major team productions developed in the Unity engine.

I'm very familiar with project and team management for small-sized teams, and development libraries to support features such as networking, or mobile and mixed reality development. I love learning about new tools, and working on things that I and my colleagues can be proud of.

PROFICIENCY

Languages

Proficient or familiar with the following languages:

- **C++** - used to create several technical demonstrations from scratch, and build a lit 3D rendering environment with OpenGL.
- **C#** - used to develop several small and medium scale Unity projects, as well as custom console-based applications, and libraries.
- **GameMaker Language** - used to develop small games or experimental tools as a hobby.
- Other OOP programming/scripting languages, such as **Swift** for experimentation with iOS app development or **Lua** for modding/scripting.

Software

Highly proficient with the following game development software, in addition to administrative software such as Office, and art/design software such as Photoshop, XD and Figma:

- **Unity** - used for smaller 2D/3D technical demonstrations, and larger 3D team-based game productions.
- **GameMaker** - as described above, including GML and GML Visual, as well as built in tools to manage objects, sprites, tilesets, sequences and debugging.
- **Visual Studio** - as an IDE, including VS/Unity debugging and profiling tools.
- **Git** (and clients such as GitHub Desktop) - for source control and repository management.
- Project management software such as **Trello**, **Jira** and **Hack'n'Plan**.

EMPLOYMENT

Australian Electoral Commission

May 2022

Temporary Assistant & Scrutiny Assistant (ROM)

- Managing, sorting and packaging of materials and ballots according to AEC standards.
- Safe transport and delivery of sensitive materials between locations.
- Counting and scrutinizing of ballot papers.

Probe Group / Australian Taxation Office

Jan 2018 – Jan 2020

Operations Manager

- Managing communications between centre management, staff, and clients.
- Managing staff payments and KPIs/OTEs.
- Producing weekly, monthly, quarterly and annual business reviews.
- Designing and managing tools to track staff and centre performance.
- Providing drill-down reports and insights into staff and centre performance trends.

Service Desk Specialist

- Providing technical knowledge for onboarding and existing staff.
- Driving staff to improve KPI results and client satisfaction.
- Overseeing and managing client complaints, and IT security incidents.
- Aiding in general administrative work.

Service Desk Analyst

- Managing up to 40 inbound calls per day, providing ICT support to ATO staff.
- Troubleshooting/resolving/escalating tickets from phone, email and web contact.
- Managing ongoing tickets, requests and work orders.

KFC Australia

Feb 2014 – Jan 2018

Customer Service Team Member

- Various roles including cash handling, customer service, product prep and cleaning.

EDUCATION

Advanced Diploma of Professional Game Development

completion late 2022

Diploma of Screen and Media

completed 2021

Diploma of Information Technology

completed 2021

Victorian Certificate of Education

completed 2015

REFERENCES

To help protect my references' privacy, please contact me for references as this document is publicly-accessible.