Tex Barnes

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I am a motivated designer/programmer who is constantly pushing themselves to improve and learn new things. I am passionate about games as an art form, and have strong values that I try and bring to my work.

University Experience
- Queensland University of Technology - Bachelor of Games and Interactive Environments (Design)
- GPA 6+

As well as the obvious educational value, university has provided the opportunity, through interactions with educators and work with peers, to learn different approaches to design and development, and has provided an opportunity to work in team settings, which has been immensely helpful for me.

Extra-Curricular Experience
- 3 years of independent game development
- Participated in the Global Game Jam, the GMTK Jam and several others
- Many of my Games can be found here: https://neighbourhood-snake.itch.io/
- Part of the Squiggley River Games Collective

As well as studying, I have been pro-active in developing small games to teach myself new techniques and tools. I have been participating in things like Game Jams to push myself to work under strict limitations and get out of my comfort zone. I am part of several game dev communities, and have learned a lot from talking with other local designers and artists.

Work Experience
- Bush Regeneration with Native Plants of South-East Queensland
- 6 years in the role

Bush Regeneration is a physically demanding job involving maintaining and repairing natural ecosystems. Whilst this is obviously not directly applicable to games development, it shows that I have a strong work ethic and am willing to put in the effort on things I believe in.

Skills

- Rapid Prototyping
- Playtesting and Iteration
- Gameplay and Level Design
- Narrative Work in terms of World Design, Story-Boarding and Writing
- Planning, Production Management
- Programming Systems and Mechanics
- QA and Bugfixing
- Design Documentation
- 3D & 2D Art and Animation
- Technical Art
- Team Work, Communication, and Organization

Toolset

Game Engines:
- Unity
- Godot
- Unreal Engine
- GDevelop

Programming Languages:
- C#/C++
- Python
- JavaScript

Artistic Tools
- Maya
- Substance Painter
- Photoshop & Illustrator
- Aseprite
- Sketchbook Pro
- Premier Pro

Design/Production:
- Google Docs/Diagrams
- InDesign
- Microsoft - Word, PowerPoint, Excel
- Trello