Contact

texbarnes88@gmail.com

Portfolio

neighbourhoodsnake.com

Skills

- Rapid Prototyping
- Iterative Development
- Gameplay & Level Design
- World Design & Writing
- Production
- Programming
- QA
- Design Documentation
- 3D & 2D Art
- VFX
- Multi-disciplinary Collaboration
- Pitching & Project Planning

Game Engines:

- Unity
- Godot
- Unreal Engine

Programming Languages:

- C#
- C++
- Python
- JavaScript

Design/Production:

- Google Docs/Diagrams
- Adobe Suite
- Microsoft - Word, PowerPoint, Excel
- Trello

Tex Barnes

Game Designer / Programmer / Generalist

Brisbane, QLD, Australia | they/them

I am a generalist game designer, with experience working in teams and on solo projects. I am constantly trying to improve and learn. Over the past 3 years I have developed over 25 micro-games, with each furthering my skills and experience in different ways.

I'm interested in designing novel mechanics and unique player experiences. I want to push the medium in different ways, and interrogate what we take for granted about games, genre, and design.

Owl Machine (2023 – Present)

Co-founder & Lead Designer / Programmer

I've been developing the pacifist, hand-drawn, folkloric bullet-hell Key Fairy, with funding support from Screen Queensland and Screen Australia. I have worked with my co-developer to take this project from concept, to prototype, to pitching it for grant funding, to developing a full vertical slice, and am now looking at developing it to full release.

As part of a two-person indie team, I have also been responsible for much of the production, marketing and business management required to ship a commercial game.

QUT (2020 – 2023)

Bachelors of Games and Interactive Environments(GPA 6+)

I pushed my limits at University, taking classes on writing, graphic design and CGI in an aim to gain a better understanding of different fields within the industry. I benefited heavily from the opportunity to develop my experience working in collaborative, multi-disciplinary teams, and have taken those skills into my later work.

Indie Development (2020 – Present)

As well as making commercial and Uni projects, I am constantly making small micro-games to explore different ideas and mechanics. In the past 4 years I have released over 25 games onto Itch.io, with many made as part of short game jams.

I have, additionally, become embedded in Brisbane game dev communities such as Squiggly River and Big Dev, Including being invited to showcase work at Squiggly Rivers Play//Space exhibition.

NPSEQ (2018 – 2023)

Bush Regenerator at Native Plants of South-East Queensland

Bush Regeneration is a physically demanding job involving maintaining and repairing natural ecosystems. Whilst not games related, my experience has shaped my approach to work. I am resilient, and willing to put in effort on things I believe in.

- References Available Upon Request -