SHAUN NORTON

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KEY SKILLS

- Experimental design
- Prototyping in-engine/C#
- Art & narrative direction
- Concept pitches & GDD
- Remote studio work
- Flexible & resourceful

WORK HISTORY

Developer/Designer
Thaum Games
Melbourne & Vietnam
02/2021 - present

Unstung, *Moon Slime* & *Call the Wizards* (Unity/VR):
- Solo-developed & shipped 3 VR games from 2021 - 2023.
- Pitched & delivered for a Meta mixed reality grant in 2023, including scene recognition & hand tracking.
- Focused on fast-paced, innovative third-person gameplay.
- Managed external artists and modified assets as required.

Junior Programmer
Hipster Whale
Melbourne
12/2021 - 07/2022

Crossy Road franchise (Unity/mobile):
- Gameplay prototyping (scripting, multiplayer & UX focus).
- Documentation/internal training for scripting API (TypeScript).
- Agile, remote team, learning from industry veterans.

Unity Programmer
Toast Interactive
Gold Coast
07/2021 - 11-2021

Richie's Plank Experience (Unity/VR):
- Bug fixing and quality-of-life improvements
- Project manage & implemented Christmas content update.

Max Mustard (Unity/VR):
- Prototyped 4 boss fights (AI/Behaviour Trees).
- Integrated audio (FMOD).
- Implemented gameplay mechanics.

Other relevant experience
- Volunteered at game industry events (esports, game jams).
- Participated in 5 game jams as programmer, artist, producer.
- Advanced Microsoft Office & Photoshop user.

Other roles
- Retail Manager/Admin   2014 - 2021
- Web/Graphic Designer   2013 - 2014
- Customer Service/Office Assistant (various) 2003 - 2013

EDUCATION

Bachelor of Business (Marketing)
Victoria University, 2018

Special awards:
- Outstanding Student in Marketing (Final Year)
- Outstanding Student in Business Law