

## Technical Skills

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**Languages:** C# (>4 Years), SQL (>2 Year), Java (>2 Years), HTML & CSS (>3 Year), JavaScript (>2 Year), JQuery (>1 year), HLSL/GLSL/CG (3 years +), C++ (<1 Year), TypeScript(<1 Year)

**Programs:** Visual Studio 2015 (>4 Years), MonoDevelop(>4 Years), Unity 3D Engine(>4 Years), Eclipse (< 1 year), WebGL (> 2 Years)

**Frameworks:** ASP.NET MVC 5(> 1 year), Angular 4(> 1 year), THREE.js (> 2 years), Custom/LWJGL (> 2 years)

**Programming:** Front-end & Back-end Application Development, ASP.NET, MVC, Dynamic Web Pages, AI, Algorithm Scripting and Implementation, Rendering Software Development, Game Engine Development, WebGL and Three.js development, 3D Tool Editor Development, Physics and Collision Implementation.

## Design and Art Skills

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**Artist Background:** Digital illustration and Concepting (2 years +), Traditional Illustration (5 years +), 3D Modeling and Rigging (4 years +) Pixel and 2D artwork and Animation (2 years +)

**Software:** Photoshop (6 years +), Maya (1 years +), Blender (2 years +), 3DS Max (2 years +), Aseprite (> 1 year)

**Design Background:** Overall Game Design (4 years +), Game Mechanics(2 years +), Level Design and Concepting (2 years +), Character Design, Development and Animation (2 years +), UI and Logo Design (> 1 year)

**Experience:** FX and UI development and implementation, 3D Modeling and Rigging, 2D Drawing and Animation, Illustration and Concepting, Logo Concepting and Design, Character and landscape Design, VR Interactive Artwork, Game Design and concepting, 3D Artwork Creation, Game Systems Development.

## Experience *(4 Most Recent)*

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### LITH Studios *[2018]*

Creative Director

**Desc:**

- Full-stack Web Development Solutions for small businesses using C#, Angular, HTML5, CSS, SCSS, SQL and JQuery in the ASP.NET application archetypes.
- Managing and working with a small remote development team using the flexible Scrum methodology and G Suite.

### OVT *[2017]*

Application Developer

**Desc:**

- Converting obsolete safety applications to a newer and more enhanced media.

### 89 Friends Pty Ltd *[2015-2016]*

Game Development Intern

**Desc:**

- Interacting with clients and producing content in a small team to their desired brief.
- Worked on applications for the Apple TV 2. Worked on Main Visual and Mechanical Functions.

### Sweaty Yeti *[2015-2016]*

#### ***"Ultra Gods" - 4 player platformer brawler***

Lead Artist and Environmental Design/Development, Co-Animator [Won the 'Best Major Project In Any Higher Education Program' Award]

**Desc:**

- My Role included overseeing artwork as well as contributing and developing any artwork and animation.

**Eugene Martens**  
Multidisciplinary Developer & Artist

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## Education

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### **Bachelor of Interactive Development, Major in Design, Minor in Animation**

SAE Institute Brisbane [5.5 GPA] (*graduated 2015*)

### **Diploma of Visual Arts**

Tafe Queensland (*graduated 2017*)

## References

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