

JAMES WILBURN

CURRICULUM VITAE

GAME DESIGNER, PROTOTYPER AND DEVELOPER.

ABOUT ME

A talented and passionate game designer with 10+ years in creative-deadline driven environments. Excited to create meaningful and fun interactive experiences that people can enjoy. Previous roles involved creative process, iteration, pipeline development and team management.

XP DESIGN EXPERIENCE

FREELANCE: DEC '18 TO AUG '21

Contract Marketing Strategist and Creator

Responsible for all aspects of business including;

- Client acquisition and maintaining positive professional relationships.
- Accounting and general financial handling.
- Time management and workloads.

Key Accomplishments

- Over the three years of freelance work I was able to cultivate a constant workload and form a positive reputation with a client base that filled out a regular work week.
- Successfully worked on a wide variety of projects with clients from all different backgrounds and requirements with maximum efficiency and positive outcome.

FUJI XEROX: NOV '15 TO DEC '18

Creative Designer, Mac Operator, Mentor

My initial employment contract at Fuji Xerox was in the MRM department, one of the new initiatives created in a meeting room 'think tank'.

- Daily use of Adobe Creative Cloud to create print materials. DLEs, forms, catalogues and business cards for clients.
- Regular communication with our account managers to receive feedback and direction.
- Strict and often very short timelines.
- Later on, head office would utilise our studio for their creative digital and print needs.

Key Accomplishments

- Spearheaded the branding for AUT's student print service; 'Pink Lime'.
- Successfully ran the studio in the absence of the studio manager.

TEAMSPORTS: NOV '11 TO NOV '15

Marketing Manager, Creative Designer, Web Design

I started off as a warehouse assistant, but was quickly fitted into a marketing content creation role when I showed interest.

- Using Adobe Creative Cloud to create print and digital materials. Catalogues, promotional posters, business cards, DLEs, and
- Handling high end brands (adidas, Reebok, Yuupong, Aerobie and Caribee)
- Maintained ecommerce platforms attached to the business and its retail portals.

SKILLS

Game Design

Conceptualisation, Prototyping, Supporting Documentation, GDD's, Game Loops, Pipeline management, Game Systems, Multiplayer Systems.

Unity and Unity VR Development

Familiar and competent with built in tools to produce; Level design, C# coding, Shadergraph, Particle systems, Animation/Character setup. Audio and Lighting setup.

Familiar and competent with plugins; Cinemachine, SteamVR, Probuilder and Photon RPC.

Unreal Engine Development

Familiar and competent with built in tools to produce; Level design, Blueprints, Weather systems, Navigation systems, Animation/Character setup. Audio and Lighting setup.

Maya

General operation, modelling, textures, UV wrapping, rigging, animating.

Team Player

Experience with working and communicating in team environments. Developed synergistic practices.

Organisational Skills

Always on time, a true believer of pipelines and lists. High work ethic, but also flexible.

Constant Learner

Keeping up with the latest practises/techniques and tools. Enjoy discussions around these.

TERTIARY EDUCATION

AUT UNIVERSITY: 2019-2021

Bachelor of Design, majoring in Game Design, minoring in Game Play & Methodology

TRINITY COLLEGE 2006

ATCL Speech and Drama Diploma.

INTERESTS / HOBBIES

Drawing, Disc Golf, Regular Golf, PC Builds, Video Games, Board Games, NFT Design, Game Jams.