

# Billy Green

billygreengames.com  
billygreengames@gmail.com  
+61 432 589 527



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## Profile

I have worked in the hospitality industry for 10+ years, managing bars and restaurants, but have always had a passion for video games. To me they're the purest form of creative and artistic expression, a culmination of all art disciplines and technical skills.

I enjoy the problem solving and team-based workflows associated with game dev and am looking to enter the industry to lend my skills to whichever project I'm working on.

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## Skills

Unity, Maya, Blender, Visual Studio (C#), Photoshop, Premiere Pro, Substance Painter, xNormal, Audacity.

AGILE/SCRUM, Trello (and other management software),

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## Relevant Experience

### **Game Designer** at Blue Volcano Studios

JAN 2022 – MAY 2022 (3 MONTHS)

I was hired to work as a programmer and game designer for an educational game about the COVID-19 pandemic. I was responsible for designing a top down, twin stick shooter to a polished level of detail.

### **Tutor** at JMC Academy

NOV 2022 – PRESENT

I was asked to work as a tutor for students completing their major works and to give classroom support. I help with modelling and animation in Maya, programming, and Unity development.

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## Education

### **Bachelor of Creative Arts (Game Design)** JMC Academy

DEC 2022

During my study I managed to achieve high marks in all subjects. I learned programming, game design, production art, 3D modelling and animation and AGILE/SCRUM workflows.

## Employment

### **Bar Manager** at various locations

2014 – 2022

I worked as a bar manager for the best part of a decade in venues across Sydney and the Blue Mountains.

I have been responsible for writing rosters, taking stock and ordering, writing cocktail menus, bar supervising and training. Time and time again I have been trusted by business owners to responsibly run their businesses.

### **Car Insurance Salesman** at Woolworths Insurance

JAN 2020 – DEC 2020

I worked as a salesperson in the insurance office for Woolworths. I was responsible for receiving inbound calls and selling policies. I was required to meet KPIs and conduct myself in an office environment in a respectful and productive manner.

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## Projects

### **Grove Keeper - RTS**

I'm developing a top-down, fantasy strategy game and documenting the process on my YouTube Chanel. I have been implementing feedback from play testers via a form on my website.

### **Anaroc - Top down twin-stick shooter**

An action shooter where the player needs to take down a COVID-19 cell. Created multiple weapons and abilities as well as a state machine that increases the difficulty of the game based on how damaged the cell is.

### **St Victor's Bay - Adventure FPS**

Student major work, I did all the programming. Created a stealth system, four player objects including a bear trap, a petrol can that can be used to light fires, a machete and a flare gun. Designed the level, created complex AI systems that govern three enemy types and created a climax section where the player must use everything they've learned and gathered to complete the game.

## Hobbies and Interests

I have a love of history and anthropology and I read a lot of nonfiction on the topics. I have a 75lb English longbow that I enjoy shooting (targets) with, and I play tabletop RPGs with friends. I also have an interest in comedy and regularly watch live stand up in Sydney.

I also enjoy bush walking and camping and will often travel around NSW taking part in overnight hikes. There's nothing better in the world to me than cooking on a campfire, I love the smell it leaves on your clothes for days afterwards.

And of course, I have a passion for video games. I love immersive sims and strategy games, but I'm really open to the entire swath of genres and styles.