

Andrew Spalato



Email: aspa_id@hotmail.com | **Mobile:** +61 449 786 541 | **Twitter:** @AndSpa95

LinkedIn: <https://au.linkedin.com/pub/andrew-spalato/100/1a9/19b>

Portfolio website: <http://www.andrewspalato.ml>

CAREER OBJECTIVE – Full time employment in the game industry.

- 6+ years experience in Unity development.
- Game Developer looking for full-time employment in a position that requires a dedicated, enthusiastic employee.
- Interested in many forms of technology and media, PC / Mobile / AR / VR.

PROFESSIONAL EXPERIENCE

Unity Developer (C#, Vuforia) - Figment Technology (FGMNT)

September 2018 – Current

Living Wine Labels: <https://www.livingwinelabels.com/en-au>

- Implemented experiences that the app can load in Augmented Reality using Vuforia.
- Created effective image targets so the app can detect labels on bottles and boxes.
- Created Asset Bundle management system to reduce overall app size.
- General app maintenance and optimizations for loading times and memory usage.
- Created editor tools to streamline build pipeline.
- Contributed to online content management system.

SITU 360: <https://situ360.com/>

- Added VR support for SITU360 using Unity XR plugin management.
- Added support for QR code scanning and alphanumeric codes to load shared user projects.
- Added login support for logging in with Email, Google, Apple ID, and Facebook.
- Wrote various systems such as downloading, streaming, and/or viewing user project and locations.
- General app maintenance and optimizations for overall app size and memory usage.
- Created editor tools to streamline build pipeline.
- Implemented various third party Unity SDK's for extra VR platform support and enhanced functionality.
- Implemented UI designs for mobile and VR platforms.

Gameplay Developer - Enabler Interactive: Enabler

December 2016 – May 2018

<https://www.enablerinteractive.com/>

- Developed multi-module experiences for disability support providers.
- Contributed to general app design, UX design, UI design, visual effects, and implementation of gameplay features using Unity.
- Managed business-to-business distribution.
- Implemented non-linear narrative into app using custom dialogue system. System keeps track of variables and selects appropriate responses to player choices.
- General app maintenance and optimizations for overall app size and memory usage.

Unity Developer (C#, Vuforia) - Micronation of Ludea: TIMeR Audiowalk **December 2018 – February 2019**

iOS: <https://itunes.apple.com/au/app/timer-audiowalk/id1452084665?mt=8>

Android: <https://play.google.com/store/apps/details?id=net.ludea.timr.test&hl=en>

- Coded app for RMIT audio walk project using various markers found in Melbourne, VIC.

- Created custom file downloader/uploader system based on image target detection.
- Created media player that loads artwork, and streams audio clips with seeking capability.

Unity Developer (C#, Vuforia) - *Micronation of Ludea: Accelerando* August 2018 - October 2018

- Coded app gameplay for Melbourne International Arts Festival 2018 using Unity with Vuforia AR.
- Scannable Melbourne Tram art, tram scans animates specific zones based on colour coding.
- Able to track scheduled tram times and stops using Tram Tracker API within the app.

Unity Developer (C#, Vuforia) - *Micronation of Ludea: Woodford Creek Geocache* July 2018

- A geocache game using Estimote beacons featured for Woodford primary school activities.
- Beacons use iBeacon protocol and periodically scan for proximity.
- Players can upload an image, audio, or text for others to discover the geocache.

Game Design Consultant - *BubbleTea Entertainment* August 2017

- Reviewed the product and created design documents.
- Contributed to game design, identified potential ways of improving interactivity.

EDUCATION

Bachelor of Arts (Games & Interactivity) - *Swinburne University of Technology* 2014 – 2016

- Game Designer for Capstone project. (See portfolio website).
- Featured capstone project at PAX Australia, Swinburne Open Day.
- Founder of *Continuum* (prototype) also displayed at PAX AUS 2016 (See portfolio website).

Victorian Certificate of Education - *Taylor's Lakes Secondary College* 2008 – 2013

SKILLS

- **Game Design:** Highly proficient in game design and implementation, user experience design, scope management, and optimization on a variety of platforms.
- **Communication:** Experience in presenting pitch presentations and writing design documents.
- **Reliability:** Able to complete tasks on time from independent or teamwork.
- **Problem solving:** Competent in identifying existing problems as well as identifying potential solutions.
- **Motivation:** Strives to get work done with a high degree of efficiency and effectiveness.
- **Software:** Unity 3D | C# | Vuforia AR | Oculus | Windows Mixed Reality | Pico VR | Android/iOS development | Visual Studio | xCode | Android Studio | Amazon S3 | Google Firebase Analytics + Storage | Microsoft Azure | Photoshop | Illustrator | HTML | CSS | Version Control | Git | Microsoft Office | Twine | Yarn Spinner | DAW's.

HOBBIES & INTERESTS

- Freelance game design and developing for mobile, PC, console.
- Attending local game jams and meetups such as IGDA Melbourne.
- Astronomy, astrophysics, astrophotography, and cosmology.

REFEREES

Dr. Troy Innocent

Research Fellow

RMIT

Phone: 0401 887 584

Andrew Trevillian

Lecturer (Games and Interactivity)

Swinburne University of Technology

Phone: 9214 5353

Luke Pham

Freelance Artist

bugfush.com Ltd

Phone: 0402 018 410

