Cliff Sharif

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Email: **katax.emperor@gmail.com**

Home page: [www.kataxwork.com](http://www.kataxwork.com)

LinkedIn: <https://au.linkedin.com/in/cliff-sharif-a8671430> (business and portfolio)

Steam Community: <http://steamcommunity.com/id/emperor_katax> (video games)

Packt Publishing: <https://www.packtpub.com/game-development/unreal-engine-physics-essentials>

**Education**

Masters in Multimedia Studies - Honors from Swinburne University of Technology - Melbourne Australia

BA in IT - Hardware Engineering

Certificate of 3D Animation and Graphic - Cavendish College - London UK

**Skills**

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| --- |
| **Programming/Software Development**   * C#.Net /C++ * ActionScript 3.0 & 2.0 * PHP * WebGL * Microsoft SQL Server Management Studio * Microsoft Visual Studio * HTML 5 & CSS 3, LESS and SASS * Java Script/jQuery/JSON, ES6, Node JS * Vanilla.js, Type Script, Angular, Vue * High levels knowledge of mathematics * Particle System programming supported with real-time interactivity * Git   **Web design/development**   * HTML5, CSS3, LESS, SASS * WebGL by Canvas & Web3D by Three JS * PHP, PHP Test Unit * MS/MySQL data base * JSON, XML * ActionScript 3.0 & 2.0 * UX/UI with Adobe CS and Flash * Java Script/jQuery/JSON * Joomla   **Digital Art**   * Resolume Avenue for VJ performance * Real Time applications (by Unreal Engine) * Fractal based artworks (Bryce,UFractal) * OpenGL * AdobeCS(Illustrator,Photoshop,InDesign) * 3DMax, ZBrush, Motion Builder, Poser * Milk Drop   **Computer Game Industry (CGI)**   * Unreal Engine C++/Blueprints * CryEngine * Unity with C# * Microsoft XNA with C++ and C#.Net * Autodesk 3D Studio Max & Motion Builder * Web GL/3D technologies * Flash Development * 3D Artworks * Tournament co-operator   **3D Design/Animation**   * Modeling/Rigging/Skinning/Animation using 3D Studio Max * Autodesk Motion Builder * 3D Art with Bryce, Poser, ZBrush. Maya * Texture with Photoshop, Corel Draw and Fractal design applications.     **Video**   * Adobe After Effect * Animation in 3D Studio * Adobe Animation (Flash) * Resolume Avenue (VJ software) * Ulead Media Studio * Adobe Premier   **Computer Operating System (OS)**   * Windows operating system family (98, 2000, XP, Vista, Seven,8 10) - Problem solving, repair, installation and education.   **Hardware**   * Troubleshooting, Upgrading, Problem solving over Video cards, Ram, CPU features, Scanners and Digital cameras. |

**Employment** (Chronological order)

Jan 2018 - Present "**SAE Institute Australia**" - Fulltime Permanent role - Sydney

**Lecturer of Game Design and Programming**

* Software/Technology Used: Unreal Engine, Unity, C++, C#, Git, Maya, HLSL, Visual Studio
* Summary: Teaching design & development of Video Game applications, VR/AR and ArchViz applications by using Unreal Engine Blueprint / C++ and Unity C#   
  Please visit: https://sae.edu.au/

Nov - Dec 2018 " **RingZero Game Studio**" - Contract/Project-based role – Bangkok Thailand

**Programmer Unreal Engine/ Blueprint**

* Software/Technology Used: Unreal Engine, C++, Visual Studio
* Summary: Develop game application with Unreal Engine by using Blueprint/C++.  
  Please visit: <http://ringzerogames.com/>

Nov- Dec 2017 "**VastViewStudios**" - Contract/Project-based role - Melbourne

**Programmer Unreal Engine/ Blueprint**

* Software/Technology Used: Unreal Engine Blueprint
* Summary: Applications development for real-time processing, based on live data stream. Using Unreal Engine Blueprint.  
  Please visit: <http://www.vastview.com.au/>

Sep - Oct 2017 "**Displaysweet**" - Contract/Project-based role - Melbourne

**Senior 3D Programmer Unreal Engine/ C++**

* Software/Technology Used: C++, Unreal Engine. Visual Studio
* Summary: Development applications known as “ArchViz” (stands for Architectural Visualization) by using Unreal Engine and C++ as desktop and VR.   
  Please visit: [https://www.displaysweet.com](https://www.displaysweet.com/)

May 2015 – May 2017 "**CPSU/CSA**", Community & Public-Sector Union / Civil Service Association of WA

- Fulltime Permanent role - Perth

**Senior Web Programmer, Data Base Programmer**

* Software/Technology Used: Microsoft SQL Manager, HTML 5, PHP, Angular JS, JavaScript, jQuery with Joomla and also C# .Net Also provide Test and Q&A documentations over projects.
* Summary: As full stack developer, I was making web components and web applications for communication between data base and users, as internal for office and external for general clients.   
  Please visit: <http://www.cpsucsa.org/about-us>

Nov 2013 - April 2015 "**The Good Guys**" Pty Ltd - Fulltime Permanent role - Sydney

**Web Application Developer, Senior Game Programmer**

* Software/Technology Used: HTML 5 Canvas, JavaScript, Web API, SQL
* Summary: I developed touch based video games on touch screen and tablet devices and web content developments. I used HTML5 and Java Script as major technologies.

Please visit: <http://www.applianceretailer.com.au/2014/01/the-good-guys-and-a-lesson-in-web-1-0/#.UungVV19Jnn>

Also, I did Web content developments for using on **eBay** web site related to the company (The Good Guys).

Please visit:

<http://stores.ebay.com.au/The-Good-Guys-Australia>

Dec 2014 - present "**Packt Publishing**" Ltd. - Contract/Project-based role – London UK

**Content Authoring Development & Review (IT/Game Development Industry)**

* Software/Technology Used: Unreal Engine UDK
* Summary: I am working in team, on authoring and reviewing projects related to books which cover physics and level design and related topics in Unreal Engine. All documentations and work progress is online and book is supported by number of game developer companies.
* Authoring: Unreal Engine Physics Essentials (ISBN: 978-1-78439-490-5)

Review: Unreal Engine Game Development Cookbook (ISBN: 978-1-78439-816-3)

Please visit these links for more details:

<https://www.packtpub.com/game-development/unreal-engine-physics-essentials>

<https://www.packtpub.com/game-development/unreal-engine-game-development-cookbook>

Nov 2013 – June 2016 "**Hitori**" Pty Ltd. - Contract/Project-based role - Melbourne

**Video Editor, Animator, Videographer**

* Software/Technology Used: Script programming, Adobe Photoshop, Adobe After Effect, Adobe Illustrator.
* Summary: Hitori is an innovative agency based in South Melbourne, Australia. They build web and mobile apps to help business improve productivity and tech start-ups thrive. I edit and make Video and Animated footage for advertisement and educational for Hitori.

Please visit:

<https://www.youtube.com/watch?list=FLvXw5H2SGWhkthuQSaM_2aw&feature=player_embedded&v=VwtHId5E3iM>

Oct 2012 – Aug 2013 "**TGL**" Pty Ltd (fulltime permanent) - Fulltime Permanent role - Sydney

**Senior Game Engineer, UI UX Programmer**

* Software/Technology Used: Adobe Flash, Action Script 3.0
* Summary: I do development interactive applications known as gambling games. I use Adobe Flash as interface design tool and ActionScript 3.0 as programming language.

Please visit <http://www.gecogaming.com/>

*Note: On October 2014,* ***WAGERMILL*** *and* ***THE GAMING LAB (TGL),*** *two established Independent game developers are merging to create* ***GECO GAMING*** *(the Game Engine Co-Operative).*

June 2012 "**Straightright**" Pty Ltd (contract) - Contract/Project-based role - Melbourne

**Senior Game Programmer**

* Software/Technology Used: Flash CS5.5, Scaleform, Action Script 2.0
* Summary: Development flash based applications for "MASS Effect 3" video game on Nintendo touch screen platforms. The project was based on development OOP programming for multiplayer game type with Action Script 2.0.

Oct 2010 - Jan 2012 "**Interactivity**" Pty Ltd - Fulltime Permanent role - Melbourne

**Senior Programmer, Web Developer, Multimedia/UI UX Designer**

* Software/Technology Used: Adobe Flash, Action Script 3.0, Microsoft C# .net, Microsoft XNA, XML, Adobe Photoshop, Google API, Yahoo weather API, HTML 5, Java Script, jQuery, CSS3, PHP and MySQL data base, Adobe Dreamweaver

Summary: As a programmer, I develop *interactive touch screen* applications and *real-time* applications which are used for Real Estate touch screen units in public areas. **Interactivity** has couple of multimedia projects as online units or stationary units used by public. I was responsible for design and development of these applications based on the client’s needs and user experience design. I develop these applications by using Action Script 3.0 in front of .Net technology, using high levels of mathematics to make particle systems and simulations.

* As a web designer, I program/design web pages and UI for clients. I used HTML 5 and CSS 3 with JavaScript and jQuery for web developments, in front of Adobe Photoshop and Adobe Illustrator for design.

Please visit

<http://www.interactivity.com.au/>

<https://www.youtube.com/user/TheInteractivity>

**Other Contract/Project-based roles**

Dec 2009 – Jan 2017 "**ClickWize Multimedia**" - Melbourne

**Senior PHP Programmer, Web Application Developer, Data base programmer**

* Software/Technology Used: HTML, Java Script, jQuery, CSS3, PHP and MySQL, ActionScript, Adobe Photoshop, Adobe Flash, Google API, JSON, XML
* Summary: Web & CMS development, Flash development and using web API`s .

Please visit: <http://www.clickwize.com.au/>

Jan 2012 – Aug 2015 "**Panzer Gaming Studios**" – Madison, Wisconsin US

**Lead Animator, 3D Artist**

* Software/Technology Used: 3D Studio Max, Adobe Photoshop, Unreal engine UDK
* Summary: I create 3D models with texture art as a 3D artist and also do Rigging and Skinning and Animating objects as Lead Animator in a team of 16 developers/designers. All 3D objects are compatible with Unreal Engine UDK Technology and are optimized to size and scale. I was responsible for making action animations, shooting animations and special movements animations with 3D max. For this, I was involved in rigging and bone system for the objects.

Please visit:

<https://www.youtube.com/watch?feature=player_embedded&v=F0090gm1U4c>

<http://www.youtube.com/watch?v=ubXgTJV6nDA>

Jan 2009 - Dec 2009 – "**Swinburn University**" - Melbourne

**Game Engine Programmer / UI Designer**

* Software/Technology Used: Adobe Flash, Action Script 3.0, XML, Adobe Photoshop
* Summary: Develop and programming Flash based game engine by Using Action Script 3.0 programming language. I design the game engine which presents an "Arcade" style game, controlled by mouse and keyboard. The game uses a high level of mathematics for simulating move paths and rotation sequences. I developed 2 versions known as Zion Defender and Time Raider.

Please visit and play at http://www.kataxwork.com/

2003 – 2004 "**WCG**" World Cyber Games tournaments – Samsung Inc - South Korea

**Team Manager, Game Tactics Tutor**

* Software/Technology Used: Counter Strike 1.6 (game + server guards + add-ons), Unreal Tournament 2004 (game + UTComp), C&C Generals & Generals Zero Hour, Warcraft
* Summary: I was responsible for organizing and educate numbers of players as teams for WCG (World Cyber Games).

Please check for more details

<https://en.wikipedia.org/wiki/World_Cyber_Games>

<https://en.wikipedia.org/wiki/World_Cyber_Games_2004>

**- Older roles: 1998 to 2007 - *graphic designer, publishing assistance, multimedia designer***

* Spring 2007: The "**PARADATA**" mime group artworks.
* Spring 2007: The general catalogue of "**Yas**" real estate agency.
* ***Autumn 2007:*** Poster designs for "**Amood**" architectural group.
* ***Summer 2006 to now:*** The original artwork of "**Ahoora**" rock band. That was their first album. The complete CD cover, posters and tickets.
* Summer 2006: The general catalogue of "**Khadem**" industrial group.
* Autumn 2006: The complete artwork for "**Hananeh**" food Industry Company.
* ***Winter 2006 to Spring 2008:*** The complete artwork for "**Daris Spad**" electronic-research Company.
* Winter 2006: The pallet design for an electronic music instrument made by "**Mahavoice Skytravers**".
* Winter 2006: The panel for an electronic music instrument made by "**Mahavoice Skytravers**".. (Private order)
* Winter 2006: The complete artwork of "**Faraz Felez**" industrial-business Company.
* Winter 2006: The panel of an electronic light-managing instrument. (Private order)
* Spring 2005 to winter 2007: The artwork of monthly local Iranian business & employment magazine that known as "**Rahnamaye Mashaghel**" in Tehran. I was designer of issues between June 2005 to February 2007(issue: #57 to #76) published 5000 issues monthly.
* Autumn 2005: A picture correction project for "**Arven**" Music Company.
* Winter 2005: A commercial project for "**INOTECH**" business-industry Company.
* Summer 2004: The logo design for "**Bonyane Salamate Sabz**" environment Protection Company.
* ***Winter 2004:*** The "**BOOF**" fast food shop’s box design.
* Winter 2004: The artworks for my office, "**The Sun Dragon**" cyber café (Game-network café).
* Spring2003: The artwork of "**Bonyan Tarh Tadbeer**" civil engineering Company.
* Summer 2003: The artwork of "**Trap**" bridge Construction Company.
* Summer 2003: Design cover and booklet for audio CD that contains a selection of various music types. During this project I used big collection of digital resources and pick up some visual items for design. Each page and section contain images and forms, which got influenced by the lyrics on that page. This collection, named "**IJACT**", is one of my best artworks and I like that so much.
* Autumn 2003: The artwork of "**Ghoghnoos**" art education center.
* Spring 2002: The artwork of "**Asre Jadeed**" Food Provider Company.
* ***Summer 2002:*** The complete art work of "**The First International Confectionery Fair- Tehran 2002**".
* Summer 2002: The catalogue of "**Minoo**" food industrial company.
* Winter 2002: The artwork of "**Shahd Arang**" food industrial company.
* ***Winter 2002 to spring 2003:*** The complete artworks for "**Basir Eye Center**" medical group which were expert on “**Eye Medical Services and Surgery**". I designed complete set of office peppers like logos, lay out pockets, special forms and .. including design internal advertisements like posters.
* Winter 2002: The logo design for "**NOVA**" cyber café (Game-network café).
* Winter 2002: The artwork for "**Morshed Gohar**" industrial group.
* ***Summer 2000 to winter 2004:*** Complete print materials for "**Padiddeh Afzar**" , civil software developer company. I designed advertisements and tutorial materials which published on magazines, public, web and IT international fairs during that period of time.
* Autumn 2001 to winter 2002: The complete artworks for "**Cactus**" cyber café (Game-network café).
* Autumn 2000: The artwork of book covers wrote by "**Mr. Parviz Khorsand**".
* Spring1998: Poster design for "**Ararat**" real estate.
* Winter 1998: Catalogue of "**Alvita**" food Industry Compa

**Interests**

* Computer game
* Snowboarding and Horse Riding
* Digital art as visual performance involved with MIDI controller
* Fractal graphic design

**Referees**

Pat Brewer

H&R Community and Public-Sector Union / Civil Service Association

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