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| Cliff Sharif | (+61) 0425 6363 44  katax.emperor@gmail.com  www.kataxwork.com |
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| **Education** | *Masters in Multimedia Studies - Honors*  Swinburne University of Technology - Melbourne Australia  *Certificate of 3D Animation and Graphic*  Cavendish College - London UK |

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| **Skills** |  | Softwares, Programming Languages  Online Development/Management  2D & 3D Design, Web Technologies, Videography  AI, Animation, Game Industry |
| **Programming/Software Development**   * C#.Net /C++ * ActionScript 3.0 & 2.0. Lingo * GLSL and shaders * SQL Data Base * HTML & CSS * Java Script & PHP, Type Script * Python * High levels knowledge of mathematics * VR/AR * Blueprint visual scripting | | **Game Industry**   * Unreal Engine with C++ and Blueprint * Unity with C# * Microsoft XNA with C#.Net * VR and AR application development * Web technologies (Flash, JS, WebGL) * Multiplayer programming * AI programming * Animation programming * Particle system programming * Game Artworks (Adobe, DAZ, Houdini) * Event System programming |
| **Web design/development**   * Angular JS, Type Script * HTML, CSS, XML, Java Script * WebGL 3D, Three JS * PHP, MySQL, JSON * ActionScript 3.0 & 2.0 * UI programming * Joomla * Google API`s | | **3D Design/Animation**   * Modelling with 3D Studio Max * Animation on 3DMax/Motion Builder * 3D Artwork with Bryce, Poser, ZBrush. Maya * Texture with Adobe Photoshop, Corel Draw and Fractal programs * Houdini * Archviz with Unreal Engine |
| **Online business/team-work**   * Zoom * Google technologies * Discord / Slack / Skype * Trello * GitHub | | **Videography**   * Adobe After Effect * 3D Studio * Adobe Animation (Flash) * Resolume Avenue 4 (VJ software) * Ulead Media Studio pro |
| **Digital Art**   * Resolume Avenue 4 (VJ projects) * Real Time interactive application development * Fractal based artworks * Adobe * Unreal Engine * Bryce/Poser * ZBrush * Milk Drop | | **Computer Operating System (OS)**   * Windows operating system family (98, 2000, XP, Vista, Seven, 10) – * Problem solving, repair, installation and education.   **PC Hardware and Setup**  Troubleshooting, Upgrading, Problem solving over Video cards, Ram, CPU, HDD, Scanners and Digital cameras. Suggestions and tips. |

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| **Employment** | ***Game Industry***  ***Software Development***  ***Web Developer/Designer***  ***Other*** |

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| ***Game Industry*** |
| Dec 2014 - present "**Packt Publishing Ltd**" |
| **Content Authoring Development & Review** |
| * Software/Technology Used: Unreal Engine, Microsoft Visual Studio, MS Office * 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)   Hands-On Artificial Intelligence with Unreal Engine (ISBN: 9781788835657)  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>  <https://www.packtpub.com/au/game-development/hands-artificial-intelligence-unreal-engine> |

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| Jul 2019 – Feb 2020: "**Spectre Studios - Virtual Reality Design & Creation**" (contract) |
| **AI Programmer, Multiplayer programmer** |
| * Software/Technologies Used: Unreal Engine, Discord, Virtual Reality headset, GitHub * Summary: Design and program AI behaviour for crowd simulation, game mechanics, multiplayer and animation as part of VR (Virtual Reality) application developed by Unreal Engine   Please visit: <https://www.spectrestudios.com.au/> |

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| Jan 2018 – present: "**SAE Institute Australia**" (fulltime permanent) |
| **Lecturer of Game Design and Programming** |
| * Software/Technologies Used: Unreal Engine, Unity, Microsoft Visual Studio ,Google technologies, Zoom, Discord, Slack, GitHub, Adobe * Summary: Teaching design & programming Video Game applications, Virtual Reality (VR), Augmented Reality (AR) and ArchViz applications by using Unreal Engine Blueprint/C++ and Unity C#   Please visit: <https://sae.edu.au/> |

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| Nov 2018 – Dec 2018: "**RingZero Game Studio Ltd.**" (contract) |
| **Animation Programmer** |
| * Software/Technologies Used: Unreal Engine, Microsoft Visual Studio, Google technologies, Zoom, Discord, Slack, GitHub * Summary: Develop animation states and procedures with Unreal Engine by using Blueprint/C++   Please visit: <https://www.ringzerogames.com/> |

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| Nov 2013 - April 2015 "**The Good Guys**" Pty Ltd (fulltime permanent) |
| **Senior Game Programmer** |
| * Software/Technology Used: HTML 5 Canvas & JavaScript, WebStorm * Summary: I developed touch-based video games, used for touch screen and tablets which were designed for advertisement purposes. Also, I did Web content developments for using on eBay web site related to the company (The Good Guys). * Please visit: * <http://www.applianceretailer.com.au/2014/01/the-good-guys-and-a-lesson-in-web-1-0/#.UungVV19Jnn> |

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| Jan 2012 - 2015 "**Panzer Gaming Studios**" (contract) |
| **Lead Animator, 3D Artist** |
| * Software/Technology Used: 3D Studio Max, Adobe Photoshop, Unreal Engine * 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> |

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| June 2012 "**Straightright**" Pty Ltd (contract) |
| **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 |

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| 2003 – 2004: "**WCG**" Tournaments (contract) |
| **Team Manager** |
| * Software/Technology Used: Counter Strike (game + server guards + add-ons), Unreal Tournament 2004 (game + UTComp), C&C Generals & Generals Zero Hour, Warcraft   Please check <https://en.wikipedia.org/wiki/World_Cyber_Games> for more details |

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| ***Software Development*** |
| Nov 2017 – Dec 2017: "**VASTview Studios**" (contract) |
| **Software Developer** |
| * Software/Technologies Used: Unreal Engine, Trello, Slack, GitHub * Summary: Programming and develop real-time based applications under Unreal Engine by using Blueprint. * Please visit: <https://vastview.com.au/> |

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| Sep 2017 – Oct 2017: "**DisplaySweet**" (contract) |
| **3D Software Engineer** |
| * Software/Technologies Used: Unreal Engine, Microsoft Visual Studio, GitHub * Summary: Develop Architecture-Visual based applications (ArchViz) by using Unreal Engine and C++.   Please visit: <https://www.displaysweet.com/> |

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| Oct 2012 – Aug 2013 "**TGL**" Pty Ltd (fulltime permanent) |
| **Senior Game Engineer, UI/UX Programmer** |
| * Software/Technology Used: Adobe Flash, Action Script 3.0, FlashDevelope * 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 and base technology.   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) |

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| Oct 2010 - Jan 2012 "**Interactivity**" Pty Ltd (fulltime permanent) |
| **Senior Developer, UI/UX Programmer** |
| * 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, CSS 3, PHP & MySQL, Adobe Dreamweaver, FlashDevelope * 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> |

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| ***Web Developer/Designer*** |
| May 2015 – May 2017 "**CPSU/CSA**", Community & Public Sector Union / Civil Service Association of WA (fulltime permanent) |
| **Senior Web Programmer, Data Base Administrator/Programmer** |
| * Software/Technology Used: SQL, HTML 5, PHP, JavaScript and JQuery with Joomla, Microsoft Crystal Report and iMIS data base * Summary: Making web components and web applications for communication between data base and clients, both as internal for office and external for general users.   Please visit: <http://www.cpsucsa.org/about-us> |

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| Nov 2013 - April 2015 "**The Good Guys**" Pty Ltd (fulltime permanent) |
| **Senior Web Application Developer** |
| * Software/Technology Used: HTML 5 with MySQL, JavaScript, WebStorm, PHPStorm * Summary: Develop and update web application for database on product system, update data base and related product, test and reports. |

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| Nov 2013 - 2015 "**Hitori Pty Ltd**" (project based) |
| **Video Editor, Web Animator** |
| * 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> |

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| Dec 2009 – Dec 2019 "**ClickWize**" (contract) |
| **Senior PHP Programmer, Web Developer** |
| * Software/Technology Used: HTML , Java Script , JQuary, CSS, PHP and MySQL, Adobe Dreamweaver, Adobe Photoshop, Adobe Flash, Adobe Illustrator, Google API * Summary: ClickWize is a team of web and multimedia developers based in Melbourne. We work as a team on web site development, CMS and Flash advertisement. I do user interface design UI by using Photoshop, Flash and Illustrator; also I do programming using web programming technologies like HTML, Java and CSS. For CMS, I use PHP with MySQL and also Joomla.   Please visit: <http://www.clickwize.com.au/> |

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| Jan 2010 - Apr 2010 "**Get Sale web site**" (contract) |
| **Web Developer, UI Programmer** |
| * Software/Technology Used: HTML , Java Script , CSS, PHP and MySQL, Adobe Dreamweaver, Adobe Photoshop * Summary: The web site "get sale", was a CMS project developed by PHP and MySQL data base. The web site provides Fashion Shopping information for the members. The members could establish profiles on the web site and revive the latest fashion news including online shopping. The administrator of the web site can manage the users and data bases in the CMS section. I used static and dynamic data base (tables) declarations with PHP over MySQL for this project. |

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| ***Other*** |
| 1998 – 2010: Multiple roles as Graphic Designer, Project Manager, Publishing and Multimedia developer |
| * Spring 2010 – Winter 2012: Print and design works for "Interactivity Pty Ltd" (interactive application developer). * Spring 2007: The "PARADATA" mime group artworks. * Spring 2007: The general catalogue of "Yas" real estate. * 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". (Private order) * 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: Design cover and booklet for an audio collection CD that contains a selection of various music types. For designing this CD I focus on big collection of digital resources and pick up some visual items for design. Each page and section contains images and design, which got influenced by the lyrics. This collection, named "IJACT", is one of my best artworks and I like that so much. * Summer 2003: The artwork of "Trap" bridge Construction Company. * 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 for "The First International Confectionery Fair- Tehran 2002". * Summer 2002: The catalogue of "Minoo" 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 works of "Padiddeh Afzar" computer civil software company. I designed advertisements and teaching materials which published on magazines, public, web and commercial 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: Design general catalogue of "Alvita" food Industry Company. |

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| **Interests** | Music, Gaming, Programming, Horse Riding, Puzzle solving, Snowboarding, Digital Art |

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| **Referees** | Jessica Jimerson (Team Leader at Panzer Gaming Studios)  jessicajimerson@gmail.com  Phone: (+1 619) 651-1552 Monday-Wednesday12:00 PM to 5:00 PM PDT  Damien Attard (Project Manager at ClickWize Multimedia)  dna9988@gmail.com  Phone: (+61 3) 0417 509772 |

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| **Online Links** | LinkedIn: <https://au.linkedin.com/in/cliff-sharif-a8671430>  Steam Community: <http://steamcommunity.com/id/emperor_katax>  Home: [www.kataxwork.com](http://www.kataxwork.com)  Email: [katax.emperor@gmail.com](mailto:katax.emperor@gmail.com) |