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| Cliff Sharif |  (+61) 0425 6363 44 - AU katax.emperor@gmail.com www.kataxwork.com |

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| **Education** | *Unreal Authorized Instructor (UAI) -* Epic Games - Cary USA*Masters in Multimedia Studies Honours -* Swinburne University of Technology – Melbourne AU*Certificate of 3D Animation and Graphic -* Cavendish College - London UK*TAE40116 - Certificate IV in Training and Assessment -* Accellier Education – Canberra AU |

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| **Skills** |  | Programmer, Software expert, VR Developer, Web Technologies Team Management (Scrum), Remote Development, Lecturing2D & 3D Design, Videography, Digital Art, VJAI, Animation, Interactive code, Data Base, Data processingvirtual production supervisor with Unreal Engine technologies |
| **Programming/Software Development*** C++, C#.Net
* 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
* 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 mechanics programming
* Event System programming
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| **Web design/development*** Angular JS, Type Script
* HTML, CSS, XML, Java Script
* WebGL 3D, Three JS
* PHP, MySQL, JSON
* ActionScript 3.0 & 2.0 (Flash)
* Joomla
* Google API`s
 | **3D Design/Animation*** Modelling with 3D Studio
* Animation on 3D Studio/Motion Builder
* 3D Artwork with Bryce, Poser, ZBrush
* Texture design with Adobe, Corel Draw and Fractal applications
* Houdini (dynamic 3D asset)
* Architectural visualization with Unreal Engine
* Dynamic game asset development
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| **Online/Git/Editor*** Google technologies
* Zoom/Discord/Slack/Skype/MSTeam
* Trello/Miro/ClickUp
* GitHub/Perforce
* Visual Studio/Rider/Notepad++/Eclipse
 | **Videography/Virtual production*** Adobe After Effect
* Houdini
* Unreal Engine
* Resolume Avenue (VJ software)
* Ulead Media Studio pro
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| **Digital Art** * Resolume Avenue (VJ projects)
* Real Time interactive application
* Fractal based artworks
* Adobe
* Unreal Engine
* Bryce/Poser/ZBrush
* Houdini
* Milk Drop
 | **Computer Operating System (OS)*** Windows operating system family (98, 2000, XP, Vista, Seven, 8, 10, 11)
* Problem solving, repair, upgrade, installation and education.

**PC Hardware and Setup**Troubleshooting, Upgrading, Problem solving over Video card, Ram, CPU, HDD, Scanners and Digital device, Assemble new PC. |

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| **Employment2003 -2022** | ***Game Industry/VR/Academic******Software Development******Web Developer/Designer*** ***Interests, referees and links*** |

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| ***Game Industry/VR/Academic*** |

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| Feb 2022 – present: "**Academy of Interactive Entertainment (AIE) RTO 88021**"(full time permanent)  |
| **Lecturer of Game Programming** |
| * Software/Technologies: Unreal Engine, Unity, Microsoft Visual Studio, Zoom, MSTeam, GitHub, Perforce, Virtual Production Technologies for film making
* Summary: Lecturing game programming for bachelor and certificate II and III students.

Please visit: <https://aie.edu.au/>  |
| Oct 2021 – present: " **CG Spectrum College of Digital Art and Animation**"(contract)  |
| **Lecturer of Game Design and Programming** |
| * Software/Technologies: Unreal Engine, Microsoft Visual Studio, Zoom, Discord, Slack, GitHub, Google technologies
* Summary: Teaching design & programming Video Game applications by using Unreal Engine with Blueprint/C++.

Please visit: <https://www.cgspectrum.com/> |

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| Dec 2022: "**BPB**" (contract) |
| **Content Authoring Development** |
| * Software/Technology: Unreal Engine 5, Adobe, MS Office
* Summary: Research and authoring academic contents related to using Unreal Engine 5 for game development.
* Authoring: Game Development with Unreal Engine 5 - ISBN: 978-9-35551-344-1

Please visit this link for more details: <https://in.bpbonline.com/products/game-development-with-unreal-engine-5>  |

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| Jan 2021 – Jan 2022: "**EmergiSim - Virtual Reality Developer**" (fulltime permanent) |
| **Team Leader, Senior programmer** |
| * Software/Technologies: Unreal Engine, Discord, Virtual Reality headset, Perforce, Visual Studio
* Summary: Develop simulation application with Virtual Reality technologies in Unreal Engine, to train “First Responders & Military” in complex and high threat emergency incidents. (Blueprint and C++).

 Please visit: <https://vr.emergisim.com/> |

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| Jan 2018 – Jan 2021: "**SAE Institute Australia**" (fulltime permanent) |
| **Lecturer of Game Design and Programming** |
| * Software/Technologies: Unreal Engine, Unity, Microsoft Visual Studio, Zoom, Discord, Slack, GitHub, Google technologies, Adobe Creative Cloud, Houdini
* 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/> |
| Jan 2018 – Jan 2021: "**Spectre Studios**" (contract) |
| **VR Developer**  |
| * Software/Technologies: Unreal Engine, Microsoft Visual Studio, Virtual Reality headset, Discord, Perforce, Google technologies, Adobe Creative Cloud
* Summary: Virtual reality application development and design by using Unreal Engine (Blueprint and C++).

Please visit: <https://www.spectrestudios.com.au/> |

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| Nov 2018 – Dec 2018: "**RingZero Game Studio Ltd.**" (contract) |
| **Animation Programmer**  |
| * Software/Technologies: 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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| Dec 2014 – Jan 2022 "**Packt Publishing Ltd**"  |
| **Content Authoring Development & Review** |
| * Software/Technology: Unreal Engine, Adobe, Microsoft Visual Studio, MS Office
* Summary: Research and authoring academic contents related to using Unreal Engine in cases of simulate physics, artificial intelligence and game mechanics programming.
* 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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| Nov 2013 - April 2015 "**The Good Guys**" Pty Ltd (fulltime permanent) |
| **Senior Game Programmer** |
| * Software/Technology: 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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| June 2012 "**Straightright**" Pty Ltd (contract) |
| **Senior Game Programmer** |
| * Software/Technology: 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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| ***Software Development*** |
| Oct 2021 – Feb 2022: "**MODERLAB**" (contract) |
| **Senior programmer** |
| * Software/Technologies: Unreal Engine, Trello, Slack, GitHub
* Summary: Develop code by using C++ and Blueprint for real-time architectural applications with Unreal Engine.Développez du code en utilisant C++ et Blueprint pour des applications architecturales en temps réel avec Unreal Engine.
* Please visit: <https://www.moderlab.com/>
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| Nov 2017 – Dec 2017: "**VASTview Studios**" (contract) |
| **Software Developer** |
| * Software/Technologies: Unreal Engine, Trello, Slack, GitHub
* Summary: Programming and develop real-time based applications under Unreal Engine by using Blueprint and C++.
* Please visit: <https://vastview.com.au/>
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| Sep 2017 – Oct 2017: "**DisplaySweet**" (contract) |
| **3D Software Engineer**  |
| * Software/Technologies: 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: 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.
* 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: 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 large scale touch screen applications and real time applications which are used for Real Estate touch screen units in public areas.

Please visit <http://www.interactivity.com.au/>  |

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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: 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: 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) |
| **Videography, Web Animator** |
| * Software/Technology: Script programming, Adobe Photoshop, After Effect, 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) |
| **PHP Programmer, Web Developer** |
| * Software/Technology: 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. Web site development with CMS and Flash advertisement. I was responsible for UI design by using Photoshop, Flash and Illustrator. Also, using HTML, JavaScript and CSS to develop and program web pages. For CMS, I use PHP with MySQL and Joomla.

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

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

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| **Referees** | Dr. Adam Ho (Senior Lecturer at SAE - Department of Games and Design)a.ho@sae.edu Ben Hynes (Information Management Coordinator at CPSU/CSA)ben.hynes@cpsucsa.org |

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