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

|  |  |
| --- | --- |
| **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 |

|  |  |  |
| --- | --- | --- |
| **Skills** |  | Programmer, Software expert, VR Developer, Web Technologies  Team Management (Scrum), Remote Development, Lecturing  2D & 3D Design, Videography, Digital Art, VJ  AI, Animation, Interactive code, Data Base, Data processing virtual 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 |
| **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 |
| **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 |
| **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. |

|  |  |
| --- | --- |
| **Employment 2003 -2022** | ***Game Industry/VR/Academic***  ***Software Development***  ***Web Developer/Designer***  ***Interests, referees and links*** |

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

|  |
| --- |
| 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/> |

|  |
| --- |
| 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> |

|  |
| --- |
| 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/> |

|  |
| --- |
| 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/> |

|  |
| --- |
| 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/> |

|  |
| --- |
| 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> |

|  |
| --- |
| 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> |

|  |
| --- |
| 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 |

|  |
| --- |
| ***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/> |
| 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/> |

|  |
| --- |
| 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/> |

|  |
| --- |
| 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) |

|  |
| --- |
| 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/> |

|  |
| --- |
| ***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> |

|  |
| --- |
| 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. |

|  |
| --- |
| 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> |

|  |
| --- |
| 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/> |

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

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

|  |  |
| --- | --- |
| **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](mailto:katax.emperor@gmail.com) |