

HARRISON HOUGH

Melbourne, Australia

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www.harrisonhough.com

TECHNICAL SKILLS

Skills	Gameplay programming, Shaders, Lighting, Rigging, VR Development, Optimization, Testing, Troubleshooting,
Languages	C#, C++, HTML, CSS
Software	Unity, Microsoft Visual studio, Unreal Engine 4, Maya, Substance Designer, Photoshop
Hardware	Oculus Rift VR, Hololens, FOVE
Unity Plugins Used	Shader Forge, Amplify Shader Editor, Amplify Color, Amplify Texture, Megafiers, Apex AI, Lip Sync Pro + many more

CORE SKILLS

- Working in a small development team with artists and animators to create game prototypes
- Leading a small team on shorter sprint projects while the boss was away on business
- Outstanding problem solving skills in debugging C# scripts, shaders, lighting artifacts and general issues encountered when using Unity 3D
 - o Using Unity forums to find fixes/workarounds
- Understanding limitations and best practices when developing for VR and mobile platforms
- Experience working with a wide range of Unity plugins
- Experience with node based shader and texture creation tools such as Shader Forge, Amplify Shader Editor and Substance designer
- Knowledge in writing Mel + Python scripts in Maya to speed up character rigging

PROFESSIONAL EXPERIENCE

HTML Specialist (Full Time)

Oct 2017 – Current

Code Red Marketing, Melbourne

- Creating dynamic email templates using HTML and CSS that display correctly on all devices

Unity Developer (Full Time)

Nov 2015 – Jun 2017

DigitalDoxy, Melbourne

- Scripting core gameplay elements for numerous VR game prototypes and experiences in Unity 3D
- In charge of the lighting, shading and rendering configuration of all game scenes
- Writing custom shaders using node based Unity plugins and basic CG
- Code and scene optimization to improve game performance in VR
- General bug fixing and testing
- Creating powerful and intuitive character rigs and controls for animators
- Worked with a number of different AR and VR technologies including Oculus Rift, FOVE VR, Leap Motion, Kinect and Hololens

Developer/Researcher

Jan 2014 – Sept 2014

REAP, Waterloo

- Researching and developing software for the latest in VR and AR technologies including the Oculus Rift, Myo armband, Kinect for Windows, Leap Motion and Gesture Tek projectors
- Offering tutorials on developing applications in Unity using built in features and basic C# scripts
- Developed a 3D Virtual Avatar greeter that uses the Kinect for Windows sensor for input to detect a person's presence and hand gestures to respond to the user with audio and lifelike 3d animation
- Brainstorming, researching and thinking of new and creative ways to incorporate technology into everyday life

OTHER EMPLOYMENT

Technical Support (Full Time)

Sept 2014 – Aug 2015

ImPOS, Melbourne

Office Assistant (Part Time)

Feb 2011 – Dec 2013

ImPOS, Melbourne

Bar attendant (Part Time)

Feb 2009 – Dec 2016

Mulwala Water Ski Club, Mulwala

Factory Worker (Full Time)

Sept 2009 – Jan 2011

Thales, Mulwala

EDUCATION

Bachelor of Information Technology and Systems

Feb 2011 – Nov 2014

Monash University, Caulfield

- Major: Games Development
 - Including Game Programming classes in Java, C++ and C#
- Final semester completed on exchange at the University of Waterloo, Canada

Victorian Certificate of Education

Nov 2009

Assumption College, Kilmore

INTERESTS

- Developing games, prototypes, shaders, and 3D models
- Web design and development
- VR games, movies and experiences
- Keeping fit through gym, football, basketball and other social sporting activities
- Gaming (Console and PC)

REFEREES

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