

# HARRISON HOUGH

Melbourne, Australia

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[www.harrisonhough.com](http://www.harrisonhough.com)

## TECHNICAL SKILLS

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|----------------------|---|
| <b>Skills</b>        | Gameplay programming, Shaders, Lighting, Rigging, VR Development, Optimization, Testing, Troubleshooting, 3D modeling,          |
| <b>Languages</b>     | C#, C++, HTML, CSS  |
| <b>Software</b>      | Unity, Microsoft Visual studio, Unreal Engine 4, Maya, Substance Designer, Photoshop  |
| <b>Hardware</b>      | Oculus Rift VR, Hololens, FOVE  |
| <b>Unity Plugins</b> | Shader Forge, Amplify Shader Editor, Amplify Color, Amplify Texture, Megafiers, Apex AI, Lip Sync Pro, Corgi Engine + 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 CTO 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
- Solid understanding of Unity's lighting system
- Experience with node based shader and texture creation tools such as Shader Forge, Amplify Shader Editor and Substance designer
- Knowledge in writing Mel scripts in Maya to speed up character rigging and object modelling

## 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 through both code and node based plugins
- Code and scene optimization to improve game performance in VR
- General bug fixing and testing
- Creating powerful and intuitive character rigs for animators
- Working 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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