Joshua Tambourine
Professional Resume

DETAILS

Mobile - 0432 878 426
Email - tambo@tambogaming.net
Portfolio - tambogaming.net

PROFESSIONAL PROFILE

Dynamic Game Developer with a strong background in Unity and Photon Fusion Multiplayer programming. Experienced in leading small, efficient teams to deliver outstanding results in the gaming industry. Proven track record of creating engaging mobile games and optimizing gameplay experiences. Passionate about solving complex technical challenges while fostering collaborative teamwork. Ready to contribute innovative solutions to drive the success of your next project.

QUALIFICATIONS

- Bachelor of Creative Arts (Game Design), JMC Academy

- MAG Intermediate Coach Accreditation

- First Aid and CPR

- Responsible Service of Alcohol

- Working With Children Check

EMPLOYMENT HISTORY

Studio IO	Feb '22 - Oct '23
Unity Engineer	
Void Fantasy	Nov '21 - Jan '22
Core Unity C# Developer	
Tambo Gaming (Asteroid Command)	
	Aug 22nd '21 - Aug 29th '21
Sole Game Developer	
Tambo Gaming (Speed Racer)	Mar '21 - Nov'21
Sole Game Developer	

Spotswood Hotel	May '21 - Dec '21
Bar Supervisor	
Hobsons Bay Hotel, Bar	Nov '20 - May '21
Bar Supervisor	
Storyville, Club	Nov '19 – Mar '20
Bartender/ DJ	

TECHNICAL SKILLS

- Unity
- C# Programming
- Understanding of OOP and SOLID principles
- Google Ad Implementation
- Photon Unity Networking (Fusion and PUN)
- Unity Cloud Save and Authentication (Google & iOS)
- Autodesk Maya
- Adobe Photoshop
- Adobe Premiere Pro
- Source Control
- Substance Painter
- Quixel Mixer

CORE COMPETENCIES

Photon Fusion (Multiplayer Programming)
One of my notable achievements in this domain is the development of a mobile racing game from the ground up. In this project, I took on the challenge of designing custom physics solutions tailored specifically for mobile gameplay.
In addition to optimizing gameplay for mobile devices, I successfully implemented scalable multiplayer features, allowing for intense races with over 40 players per match. This involved creating sophisticated lobby systems, ensuring seamless matchmaking, and managing real-time synchronization of in-game events.

3D Modeling and Level Design
My proficiency in 3D modeling and texturing extends beyond creating stunning visuals; it involves optimizing assets for seamless mobile gaming experiences. Moreover, I've taken on the challenge of designing and constructing entire 3D environments that not only look visually appealing but also perform efficiently on mobile platforms. This involved implementing Level Of Detail (LODs) strategies, occlusion culling, and lighting adjustments to enhance performance. I've also contributed to polygon reduction techniques on models, ensuring that resource-intensive assets are efficiently handled.

Game Development Experience

Studio IO / Rogue / Netflix Games   Feb '22 - Oct '23

Project Lead/ Programmer

Developing two IPs for Netflix Games that will be available as part of the Netflix mobile application for Android and Apple platforms.

- Working in close partnership with international team members to offer technical solutions
- Designing and implementing a variety of features including multiplayer implementation, levels, UI, First time user experiences, various gameplay features and game physics
- Ensuring code quality by thoroughly checking merge requests and testing for unseen bugs
- Leading design discussions with a wealth of experience and knowledge from relevant products and competing games
- Dividing and assigning tasks to appropriate team members using Trello as our agile project management platform and providing technical analysis of task durations
- Using Unity profiler and Android Logcat to assess game performance, strategically optimize code and 3D graphics
- Ensuring the team is up to date with any relevant changes

Void Fantasy   Nov '21 - Jan '22

Core Unity C# Developer

ediel-pina.gitbook.io/void-fantasy-whitepaper/void-fantasy-whitepaper/introduction

Developing an anime collectable card game that will incorporate NFTs and blockchain transactions to create an in game ecosystem and economy.

- Planning and breaking down core systems to be implemented to avoid blockages
- Offering technical and logistical guidance to help develop an in depth game design document
- Implementing 3D animations, assets, shaders and visual effects to conform with the game aesthetic
- Ensuring a quality code base that adheres to SOLID and OOP principles

Asteroid Command (Brackeys Game Jam)   Aug 22nd - Aug 29th 2021

Sole Developer

play.google.com/store/apps/details?id=com.TamboGaming.AsteroidCommand

Created an arcade style shooter completely from scratch over 7 days to be submitted to the Brackeys Game Jam event page for rating and reviews. The game is now available on the Google Play Store and Itch.io.

- Features persistent high scores with arcade style name input
- Personally created all assets in Adobe Photoshop
- Developed the music in Ableton and the sound effects were mastered in FL Studio and Adobe Audition
- Rated at 4.2 / 5 for graphics on itch.io
- Google Ads implemented with AdMob for the Android build

Speed Racer - Multiplayer Mobile Game

Sole Developer

I have created a demonstration ready multiplayer endless runner for mobile that will pitch 2 players against each other in a race while using power ups to gain an advantage. This game is currently in internal beta and available for play upon request.

- Using Photon Engine (PUN) as the games networking platform
- Trello boards are being used as well as a spreadsheet to monitor tasks, bugs, ideas and time frames for major development phases
- Extensive use of Maya and Substance painter for some 3d assets, animations and texturing
- Internal playtesting to analyze player response to help facilitate future design changes and tuning
- Using Adobe Audition to help facilitate a unique and stylised approach to sound design that is synonymous with the games theme

JMC Academy Final Project   Jun '19 - Dec '19

Programmer / Level Designer and Developer / Scrum Master

- Manage a team of 5 people primarily as a programmer and agile scrum master
- Lead weekly scrum meetings to update the team on our progress, ask about potential blockages and update the Trello board. I also created monthly rundowns of the teams progress that included burndown charts and insights into successes and things to improve on
- Implemented all character models and their respective animations, sounds and scripts
- Implemented a variety of complex scripts for AI, animations, sounds, loading screens, player health and damage scripts and used the Unity Profiler to ensure performance was optimal
- Used Source Tree extensively as our primary version control software
- Used a combination of Maya, Unity terrain, Substance Painter and the Gaia asset pack to create and texture the environment

Work Experience

Spotswood Hotel - Spotswood   May '21 - Dec '21

Bar Supervisor

- Provide accurate suggestions for new stock and menu changes
- Provide educated advice on potential new products, menu items, events, venue maintenance and upgrades
- Facilitated one-to-one and one-to-many staff training sessions to ensure each person will be able to successfully work safely and efficiently
- Create regular custom cocktails for specials boards
- Set up, pack down and be responsible for the needs of large events and parties

Hobsons Bay Hotel - Williamstown   Nov '20 - May '21

Bar Supervisor

- Maintain a positive moral throughout the venue with both customers and fellow employees
- Facilitated one-to-one and one-to-many staff training sessions to ensure each person will be able to successfully work at the high standard that is expected at the establishment
- Exhibit a high level of empathy, active listening and problem solving to repair customer relationships with the venue
- Provide educated advice on products, menu items, venue aesthetics and managerial tasks that need to take place to owners and business partners
- Count tills and be responsible for funds in and out of the business

Storyville - Melbourne CBD   Nov '19 - Mar '20

Bartender / DJ

- Provided high-speed service of beers, wines, cocktails and spirits in a fast paced late night club environment
- Closed and cleaned up the bar, dancefloor, smoking area and toilets to a high standard at the end of every night
- Moved, organised and checked all of the new alcohol, mixers, post mix syrups, kegs, cocktail ingredients and other stock as it arrived
- Played the latest Pioneer DJ equipment in front of a full house of people. Played to a predetermined genre requested by the venue whilst also using body language to increase crowd response and enjoyment

The Elephant and Wheelbarrow - Bourke St, Melbourne VIC   Aug '19 - Mar '20

Bartender

- Served beers, wines and spirits whilst providing accurate suggestions and knowledge based on customer questions or preference
- Opened and closed the bar and restaurant area including proper cleaning and packing away of all areas of the restaurant

Pink. The Restaurant - Melbourne CBD   May '19 – Aug '19

Front of House / Waiter

- Was a part of opening a completely new restaurant to the public and helped in the basic training of new employees and focused on maintaining a positive environment while handling customer escalations
- Learned to quickly adapt to a new environment, menu, staff and kitchen in a fast paced and stressful environment
- Maintained a cheerful persona with customers as well as upselling menu items and drinks while promoting all parts of the restaurant

Resilience Gymnastics College - Hoppers Crossing   Apr '18 - May '19

Gymnastics Coach

- Coached children and adults, both competitive and recreational gymnastics on all apparatuses
- Taught Men's Artistic Gymnastics up to level 4 who competed in a number of competitions throughout the year

- Communicated with parents and guardians about their children's progress and diagnosed any potential injuries or illnesses
- Created lesson plans, workout plans and individual athlete tasks and goals in order to improve athlete performance, intuition and motivation

French Woods Festival of the Performing Arts – May'18 - Sep '18
New York, NY, USA

Circus Camp Counselor

Supervised children aged 7 - 17 full time for up to 12 weeks making sure they are safe and having fun. Taught circus to children and created a routine that after 3 weeks of learning, would be performed to an audience.

- Was the guardian of children 7 days a week, 24 hours a day, in all aspects of life from communication to discipline and activities
- Provided intermediate to advanced teaching of skills in all areas of circus to all ages
- Understood and provided specified care for children with disabilities and illnesses

Team Adrenaline Fitness Centre, Maribyrnong May '16 - Jan '17

Gymnastics Coach

- Supported children safely whilst they participated in potentially dangerous activities (spotting)
- Engaged younger children by maintaining high energy levels and and communicating enthusiastically throughout all of my classes

Referees

Zara Lorraine
Venue Manager
Ph. +61 430 588 884
Email: zara@storyvillemelbourne.com.au

Tim Seccombe
Assistant Venue Manager
Ph. +61 400 801 014
Email. tsecc91@gmail.com