Tristan Moore

Game Programmer | 3D Artist | Web Designer

Email: tristanmoore.3d@gmail.com

Phone No: (+61) 450-917-901

Socials

Instagram: @phyreztorm

YouTube: @TristanMoore3D

Personal Profile

A skilled and highly driven game programmer, 3D artist, and web designer with a passion for creating immersive digital experiences. Highly skilled in various aspects of game development and web design.

Able to adapt to any situation and scenario to produce high quality work in every state of game development, from concept, through to production. Experienced in a variety of team management systems to drive effective collaboration.

Skills

Specialized Skills:

- 3D Art
  - Hard surface 3D modelling
  - UV Wrapping & Texturing (PBR, procedural, hand painted)
  - Scene lighting
  - Rendering
  - Rigging & Animation (basic)
- Game Programming
  - Gameplay mechanics (combat, movement)
  - Systems programming
  - Pathfinding
  - Professional code standards
- Game Design
  - Game/Level/Technical design documents, system balancing
  - Prototyping (Grey boxing)
- Web Design
  - Responsive design
  - SEO optimization
  - Performance optimization
- Software Engineering
  - Discord bot development
- Team Management
  - Versional control workflows
  - Team communication & management
  - Organizational tools & task management

Programming Languages:

- Game Programming
  - C#, C++, Java
- Web Development
  - Python, JavaScript, TypeScript, HTML, CSS

Tools:

- Game & Software Development
  - Unity, Visual Studio, Visual Studio Code
- 3D Art
  - Autodesk Maya, Blender, Substance Painter, Krita
- General
  - GitHub, Perforce, Trello, Miro, Google Sheets, Google Docs, Microsoft Word, Vultr, Discord

Database:

- Relational
  - MYSQL, SQLite
- NoSQL
  - MongoDB

Frameworks:

- Web Framework
  - Django

Project Experience

Abound Worlds | aboundworlds.com | Jan 2024 – Present
Created a production level website, for story writers & worldbuilders to plan, organize, and write their stories/worlds. This involved developing the frontend style, backend functionality, database, server, and everything else related to the development.

Professional Experience

Freelance Web Developer | Aug 2024 – Present | Self Employed

- Designed and developed responsive websites for clients using platforms like Wix, Squarespace, and Duda
- Collaborated with co-workers to design a website based on the content and business needs

Tech Support | Sep 2022 – Jun 2024 | Amazing Skills

- Provided technical support for leaders, children, and parents in a Minecraft-based social skills program
- Developed and maintained Google Sheets for tracking & logging participant data
- Created a custom Discord bot from scratch for team efficiency and logging
- Contributed to website updates
- Performed data entry & session logging

Freelance 3D Artist | Jan 2022 – May 2024 | Self Employed

- Designed and created 3D player models for a Garry's Mod game server using pre-made body bases
- Modelled and UV-wrapped assets
- Created 3D textures using a mix of hand-painting and procedural texturing
- Rigged all models to a pre-made skeletal rig

Education

- Torrens University Australia
    - Bachelor's Degree | Software Engineering (Game Programming) | 2024 – Present

- Academy of Interactive Entertainment
    - Diploma | Screen and Media | Game Programming | 2023 - 2024
    - Diploma | Information Technology | Game Programming | 2023 - 2024
    - Certificate 3 | Information Technology | Game Programming | 2022
    - Certificate 3 | Screen and Media | Game Art | 2021
    - Certificate 3 | Design Fundamentals | Game Design | 2021
    - Certificate 2 | Creative Industries | 3D Animation | 2020

Achievements

- Love What You Do Scholarship | Torrens University Australia | 2024
  Recognises and supports students who demonstrate academic drive, community involvement, and a genuine passion for their chosen fields.