

Tristan Moore

Game Programmer | 3D Artist | Web Designer

Email: tristanmoore.3d@gmail.com

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 a wide range of situations 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

Specialised Skills:

- 3D Art
 - Hard surface 3D modelling
 - UV Mapping & 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 optimisation
 - Performance optimisation
- Software Engineering
 - Discord bot development
- Team Management
 - Version control workflows
 - Team communication & management
 - Organisational 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, organise, 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 clients 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.
