
Caerwyn Flynn Bartley

(+61) 0455 035 521 ~ c_barts@live.com

About Caerwyn

Caerwyn has been passionate about games for as long as he can recall. The ability to create immersive and thought-provoking worlds that utilise uniquely interesting mechanics to capture an audience and provide them with an engaging and inspirational experience, is one that he not only admires but strives to learn and develop for himself. Over the past several years he has focused on building a game development skillset through working on several small projects, both solo and with a team. Originally starting out with small scratch and monogame games in high school, Caerwyn eventually stumbled across the Academy of Interactive Entertainment (AIE) in Sydney via an Ad on the side of a bus. There he began studying Animation, Modelling and Programming during the holiday courses AIE offered. After leaving high school Caerwyn knew exactly what he wanted his future career to be, and so he enrolled into the game design course at AIE and created several further projects that he has since released onto his itch.io page (<https://caerwyn.itch.io/>).

Through these projects Caerwyn created several games that he is extremely proud of, even with their flaws. Though they may be small in scope, creating them was still an extremely fun experience where he got the pleasure to work with many inspiring teammates, and further expand upon his skillsets and knowledge of game design and the overall game development cycle. In his personal time, Caerwyn enjoys working on growing his skillsets in other areas by continuing to learn more about 3D Modelling and Animation via Blender, and Programming via solo and team-based Unity projects. Caerwyn also enjoys studying new game releases and creating design test projects like Arcade Panic (<https://caerwyn.itch.io/arcade-panic>). Caerwyn's hope is that through the dedication he has for his craft he will be able to work with those who have inspired him throughout his career and create amazing experiences for many to enjoy and love just like he did.

Qualifications

2022 (Present)	Graduate Diploma of Management Learning (GDML)	Academy of Interactive Entertainment (AIE)
2021	Advanced Diploma of Professional Game Development, Game Production, and Interactive Media Design	
2020	Diploma of Professional Game Development, Game Production, and Interactive Media Design	
2018 -2019	Certificate II in Information, Digital Media, Computer Games and Programming Skills	
2017	Certificate II in Creative Industries, Animation, Interactive Technology, Video Graphics and Special Effects	

Hard Skills

- **Unity Game Engine (Currently self-teaching Unreal Engine 5)**
- **Game Design Documentation**
- **Level Design3**
- **User Interface Design**
- **User Experience Design**
- **Source Control (Git)**
- **Quality Assurance and Gameplay Testing**
- **Blender**
 - **3D modelling**
 - **UV Unwrapping & Texturing**
- **Substance Painter**

Soft Skills

- **Strong written and verbal communication**
- **Ability to work independently and within groups both on-site and remote**
- **Analyse user needs**
- **Critical thinking**
- **Keen attention to detail**
- **Strong problem solver**
- **Highly adaptive and versatile**
- **Ability to work efficiently and prioritise deadlines under pressure**

Role Summary

2/2019 – 11/2019	- Microsoft Operations	Dicker Data
9/2016 – 12/2018	- Hospitality	McDonalds Restaurants
10/2015 - 8/2016	- Retail Assistant	Boost Juice

Work Experience

McDonalds Restaurants

September 2016 – December 2018

BACK AREA COOK

Responsibilities

- Working collaboratively as part of a team
- Preparing and handling at a high standard the complete menu of products
- Multitasking to deliver an exceptional customer experience
- Following directions for the implementation of new products and procedures
- Adhering to restaurant performance standards for my workstation

Dicker Data

February 2019 – November 2019

MICROSOFT OPERATIONS

Responsibilities

- Assist customers with any technical issues
- Handle and process customer's orders (Software and Hardware)
- Multitasking to deliver an exceptional customer experience
- Ensuring all service-level agreements are adhered to
- Deliver a product in accordance to a timeframe
- Server Building, Configuration and Firmware installation
- Working collaboratively as a team
- Work independently from a remote environment

Extra-Curricular Activities

- 2022 **Work Experience:** Game Design Teacher during the Academy of Interactive Entertainment's Industry Experience Day.
- 2022 **Game Jam (Brackeys 2022.1):** Liminal Sleep (<https://caerwyn.itch.io/is-anyone-there>)
- 2021 **Major Game Development:** Karmadillos (<https://showcase.aie.edu.au/project/karmadillos/>)
- 2021 **Game Jam (AIE Game Jam):** Is Anyone There? (<https://caerwyn.itch.io/liminal-sleep>)
- 2020 **Quality Assurance Testing:** No Moss Studios
- 2020 **Work Experience:** Assistant Teacher for Academy of Interactive Entertainment Holiday Programming Course.
- 2020 **Major Game Development:** Peryton University (<https://caerwyn.itch.io/peryton-university>)
- 2019 **Microsoft Traineeship** (2019 – 2020)
- 2018 **Student Technology Team** (2014 – 2018)
- 2017 **Work Experience:** Academy of Interactive Entertainment
- 2017 **Work Experience:** Tech Team at Menai High School
- 2017 **School Service Award:** Production of Film Project
- 2017 **Certificate of Appreciation:** Directing & Production of Film Project ("Illawong" – featured in British Film Institute Competition)
- 2017 **Certificate of Appreciation:** Assisting Students Log on to "Sentral" Program
- 2016 **Certificate of Appreciation:** Assisting with Year 7 Morning Tea Program
- 2016 **Certificate of Achievement:** Technology Wizard Team Surveys