

**Anna
Tito**

43/1 St David St, Fitzroy,
+61 - 410 - 137 - 316
atito@annatito.com

www.annatito.com

www.mythicalcreature.net

References will be supplied on
request

Objective

I am looking for a role through which I can challenge every aspect of myself by combining my technical, creative and people skills to create meaningful, dynamic and polished game experiences.

Education & Training

RMIT University, Melbourne;

Bachelor of Arts (Games Graphics Design); 2008 - 2011 (Pass with Distinction), GPA 3.7

Relevant Coursework

Introduction to Programming ~ Programming 1 (Java - SE) ~ Programming 2 (Java - SE) ~ Programming Techniques (C) ~ Mobile Application Development (Java - J2ME, SQL, SOAP) ~ Web3D and Graphics Technology (X3D) ~ Web Development Technologies (C#, .Net Framework, SQL, AJAX, JQuery, JavaScript) ~ iPhone Software Engineering (Objective-C)

Games Studio 1 (Never Winter Nights 2 Engine) ~ Games Studio 2 (UT2004 Engine) ~ Design for Interactive Media (Flash) ~ Design for Interactive Media 2 (Flash) ~ Imaging and Animation (Maya) ~ Advanced Imaging and Animation (Maya) ~ 3D Character creation, animation and visual effects (Maya)

Achievements and Awards

- IGDA Leadership Forum Scholarship winner, 2011.
- Profile featured on the RMIT University Bachelor of Design (Games) website, 2011.
- Invited to deliver guest lectures for the postgraduate seminar series at the Human Interaction School, SUNY Oswego, New York, 2010.
- Awarded RMIT letter of recognition for an excellent grade point average, over 3.5 (3.83/4.00), 2009.
- Nominated for, and awarded, Firemint sponsored tickets to Game Connect: Asia Pacific Conference 2009.
- Awarded a free ticket to the Superhuman symposium, for excellent academic achievement in 2009.
- Invited to submit, and submitted, a biography for the COST298 Booklet, Broadband Songlines and the Politics of Participation: Online Journalism, Digital Television, and Social Internets, as an up and coming academic.

Work Experience

TSWG Financial Services ICT;

.Net Developer, February 2012 - Present.

- Development (C# .Net, SQL, Java Script, HTML, CSS)
- Bug fixing
- Deployments
- Scrum Participation
- Documentation

MyMac, Northlands;

Retail Sales (Christmas Casual), November 2011 - February 2012

- Sales Processing, including cash handling, eftpos and credit card transactions.
- On the spot technical support.
- Product advice and information.
- Service requests and returns processing.
- Other duties as required.

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RMIT University;

Computer Science Tutor; Semester 1 and 2, 2011

2011 Semester 2 - Tutor, Lab Assistant; Programming 2 (Java)

2011 Semester 1 - Tutor, Lab Assistant; Programming 2 (Java) and Lab Assistant,
Mobile Application Development (J2ME).

- *Delivery of tutorials and/or lab sessions.*
- *Assignment marking and feedback.*
- *Respond to, and assist with, student enquiries.*

Game Studio Tutor; Semester 1, 2009 - Semester 1, 2011

2011 Semester 1 - Design and Art Tutor, Lab Assistant; Games Studio 1

2010 Semester 1 - Design and Art Tutor, Lab Assistant, Relief Programming
Tutor; Games Studio 1

2009 Semester 2 - Head Tutor and Guest Lecturer; Games Studio 2

2009 Semester 1 - Design and Art Lab assistant; Games Studio 1

- *Development of tutorial content and notes based on a list of defined learning outcomes.*
- *Assignment marking and feedback.*
- *Maintenance of course records.*
- *Delivery of tutorials and lab sessions.*
- *Respond to, and assist with, student enquiries.*
- *Other duties as required by each of the varied roles, for a full breakdown see: <http://www.mythicalcreature.net/academic-experience.html>.*

Victorian Council of Social Service;

Publications and Web Officer; 2008 - 2009

- *VCOSS website development and maintenance.*
- *Development of new websites for project contracts.*
- *Development of VCOSS e-resources.*
- *The layout and graphic design for all external and many internal publications, including: reports, books, flyers, postcards, tablecloths, brochures, banners etc.*
- *Graphic design and layout for the academic journal "Just Policy".*
- *Management of the VCOSS Newsletter, "Noticeboard," including article sourcing, timeline management etc.*
- *Migration of Noticeboard to an e-bulletin.*
- *Establishment of an organisational style guide.*
- *Everyday maintenance of the VCOSS IT System.*
- *Front line IT support and basic system maintenance.*
- *IT contractor liaison.*

ACT Council of Social Service;

Varied Roles; 2004 - 2008

Publications and Membership Officer, Resource Officer, ACTCOSS Office
Manager, Administrative Assistant, Communications Assistant (Website).

Volunteering

- *GameTaco.net; Podcaster and Reviewer, 2011*
- *Human and Computer Interaction Program, SUNY Oswego, New York; Guest Lecturer; October, 2010.*
- *Huanchaco Cultural Centre, Peru; Website template development; September, 2010.*
- *RMIT University; Graphic Design and Layout, COST Action 298 Booklet: Broadband Songlines and the Politics of Participation: Online Journalism,*

Digital Television, and Social Internets, By Bartolomeo Sapio and Larissa Hjorth; 2009.

- Red Cross Bushfire Appeal; Call centre operator; 2009.
- RMIT University, Melbourne; Student Representative; 2008.

Interpersonal Skills

- Exceptional communication skills.
- Extensive skills in the development and delivery of university level training materials.
- Exceedingly well developed public speaking and presentation skills.
- Tremendously hard worker.
- Extremely motivated.
- Highly developed written communication skills.
- Quick learner.
- Incredibly well organised.

Technical Skills

- Quick to learn new languages, software or development environments.
- Extremely well developed object-oriented coding skills, particularly in the use of abstraction, polymorphism and inheritance.
- Well developed skills in reading and understanding other people's code.
- Equally skilled in creative and technical development environments.

Specific Technical Competencies

Programming Languages

Java (SE and J2ME), C# (C# .NET), HTML and CSS, Objective-C (Cocoa), SQL, C

Deployment Platforms

iOS (iPad and iPhone), Desktop/Laptop (Mac and Windows), Browser based deployment (Flash, Java, Unity), Wii (Using Flash browser based deployment)

Creative Software Packages

Adobe Creative Suite (InDesign, Photoshop, Illustrator, Flash, Dreamweaver etc), Adobe After Effects, Maya, FMOD Designer

Development Environments

Eclipse, Visual Studio, XCode

Game Engines (including related scripting frameworks and languages)

Unity (C#), Torque 2D and iTorque, Unreal Engine, Neverwinter Nights Engine, Dragon Age: Origins Engine

Other Information

Citizenship

I am an Australian Citizen.

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