

# MARK AUMAN

## Game Developer

Primarily a game designer and programmer with over 10 years of experience with Unity and C#. Seeking a position to further develop my design and programming skills and contribute to the development of games & software projects as part of a dedicated team.

## CONTACT INFORMATION

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in [linkedin.com/in/mark-auman](https://linkedin.com/in/mark-auman)

## SKILLS

- **10 years of experience in Unity** developing game and software applications including **web, mobile and VR development**
- **3 years of professional experience** in games and software development in academic and industry settings
- Proficient in the following programming languages: **C#, JavaScript & Python**
- Experience with the following modelling, sculpting and texturing software: **Maya, Substance 3D Painter, Blender & ZBrush**
- Experience with agile methodologies and **project management**
- Fast learner, driven by my proactive response to feedback and willingness to learn

## WORK EXPERIENCE

### Junior Software Developer

MAXART Technology Group

January 2025 – Present

- *Contributing to the design, development and management of a variety of game, VR and training applications/projects created in Unreal Engine and Unity*

### Project Manager

Queensland University of Technology

July 2024 – January 2025

- Worked as a project manager for the QUT Eco Explorations VR Project

### Research Assistant & VR Developer

Queensland University of Technology

July 2023 – January 2025

- Developed a 3D data visualisation system for the QUT ARC Mars VR Project for the Faculty of Science
- Conducted research in the Mars 2020 Perseverance Rover Mission PDS Data Archive to find data for use in the QUT ARC Mars VR project
- Developed a data annotation recording application in Unity for the Faculty of Engineering

## EDUCATION

### **Bachelor of Games & Interactive Environments**

Queensland University of Technology

2022 – 2024

- GPA of 7.0 on a 7-point grading scale
- Received QUT Executive Dean's Commendation for Academic Excellence in 2023 and Semester 1, 2024
- Awarded place on the Dean's List in Semester 1, 2020
- QUT Scholarship of Excellence Recipient

## CERTIFICATIONS

### **Certificate III in Screen and Media**

TAFE Queensland

2019

## VOLUNTEER WORK

### **Peer Mentor**

Queensland University of Technology

2023 – 2024

- Volunteered as a peer mentor for the IGB100: Game Studio 1 and IGB200: Game Studio 2 units

## PROJECTS

### **QANTAS VR Training Safety Platform**

2025

- Contributed to development and delivery of a series of VR training modules for Qantas Flight & Cabin Crew Members

### **BMW Group + QUT Design Academy Capstone Project**

2024

- Working in collaboration with BMW Group and the QUT Design Academy to develop a MINI-themed mobile game project for the IGB300 and IGB301 Capstone Project units
- No further details can be provided at this time as project is under NDA
- Skills: Game Design, Programming, Project Management, Mobile Game Development, Mobile Game Optimisation & Networking Development

### **Collagionary**

2024

- Developed and published a social multiplayer game for both Windows and WebGL
- Created to develop skills in multiplayer game development and networking
- Skills: Game Design, Programming, Art & Networking

## **Pikdot**

2024

- Developed and published a casual mobile game to the Apple App Store
- Skills: Game Design, Programming, Mobile Game Development & Publishing

## **3DGDV System for the QUT ARC Mars VR Project**

2023 – Present

- Developed the 3D Geological Data Visualisation System for the QUT ARC Mars Project
- Capable of visualising data from PIXLISE in a 3D VR environment
- Skills: Programming, VR Development & Research

## **Santa's Workshop Whirlwind**

2023

- Developed a Christmas-themed VR game as part of the IGB388: Design & development Of Immersive Environments Unit
- Showcased game at the 2023 Immersive Games Festival, the Reality Labs VR Games Showcase, the 2023 QUT Open Day, and the 2024 Immersive Games Festival
- Skills: Game Design, Programming, 3D Modelling & VR Development

## **AWIC: Breaking Ground**

2022 – 2023

- Developed a construction-themed educational game as part of the IGB200: Game Studio 2 unit for Awesome Women in Construction
- One of three games selected by AWIC to be released by them
- Worked on developing a mobile port for the game throughout 2023 on a paid contract
- Skills: Game Design, Programming & Mobile Game Development