

SEAN RENFREW

Enthusiastic software engineer, computer science/games graduate and proud descendant of the Dja Dja Wurrung people with an expansive knowledge of IT software and hardware. Always keen to learn more.

TECHNICAL SKILLS

- Extensive experience using the Unity engine for game creation.
- Experience implementing design and C++ code (through custom APIs) in UE4.
- Learnt multiple core programming languages in different fields including Pascal, C, C++, C#, Java and most recently Python.
- An understanding of different coding methodologies including Agile and the more basic Waterfall model.
- Have experience using code repositories (both GitHub and BitBucket) through SourceTree, GitBash and Visual Studio repository tools.
- Experience with multiple IDEs including Visual Studio and MonoDevelop/Xamarin Studio.
- Completed basic units in both AI design/coding and database design/management.
- Demonstrated knowledge of web design and creation in HTML5, CSS, JavaScript and PHP.

CAREER HISTORY

2021 -
2023

SOFTWARE ENGINEER

BAE SYSTEMS AUSTRALIA, RICHMOND, VIC

- Core part of a three-person software team, working to completely rebuild two outdated systems from the ground-up.
- Developing GUI using WPF (XAML for design and C# for functionality).
- Working in conjunction with mechanical, electronics and aerospace engineers with set review processes and timelines to complete the project.

2021-2021

CLIENT SUPPORT OFFICER

PRECISE BACKGROUND SERVICES, ELTHAM, VIC

- Working with a small team to assist a high volume of clients.
- Dealing with secure personal information, maintaining security and privacy regulations.

2020-2020

CUSTOMER CONTACT OFFICER

SERCO CITIZEN SERVICES, BOX HILL, VIC

- Demonstrated advanced skills in customer service through phone support.
- Worked with KPI's and rigorous quality control to ensure consistent results for clients.
- Dealt with secure personal information, maintaining security and privacy regulations.

2018-2019

ADMINISTRATION OFFICER

APPRENTICESHIPS MATTER, GREENSBOROUGH, VIC

- Built and maintained relations with clients in need of assistance.
- Demonstrated skills in customer service through phone support.
- Proved ability to improve efficiency and throughput in data processing duties.

2007-2013

TEAM MEMBER: SOUND & VISION, GENERAL

KMART, GREENSBOROUGH, VIC

- Demonstrated skills in sales and service of consumer electronics, CDs, Blu-ray discs, DVDs and video games.
- Assisted in training new staff from the South Morang Kmart before it opened.
- Provided customer service to customers of varying ages and backgrounds.
- Earned 5-year employment award.

EDUCATION

2014-2019 **BACHELOR OF ARTS (GAMES & INTERACTIVITY)/BACHELOR OF COMPUTER SCIENCE**

Swinburne University of Technology

Key Study Areas

- Demonstrated basic concepts of designing and building games by working in small and large teams to complete projects. One larger team project was demoed at PAX 2017 and received a high distinction.
- Achieved a distinction for Object-Oriented Programming, technical Software Development and Games Prototype Lab units.

2013 **DIPLOMA OF DIGITAL & INTERACTIVE GAMES**

Swinburne University of Technology – TAFE

Key Study Areas

- Learnt the basics of coding, testing, web design and 3D modelling/animation.

2008 **VICTORIAN CERTIFICATE OF EDUCATION**

Loyola College

OTHER ACHIEVEMENTS

2005 **Australian Scout Medallion/Premier Scout Award**

Scouts Australia

- This is the highest award in the Scout section of Scouts Australia