Wayne Petzler

Software Engineer / Designer

Sydney, Australia

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waynetron.com/portfolio

Professional experience

Nearmap
Dec 2016 - Present

Software Engineer, Team Lead

Working within the Apps team on the development of the new MapBrowser product.

Developing user facing features with React + Redux and modern Javascript.

Shiny Things
Feb 2012 - Sep 2016

Senior UI / UX Designer

Lead designer for native iOS games.

Games include: Quick Math, Quick Math+, Quick Math Jr, Shiny Circus, Quick Clocks, Pocket Words, Match Blitz and Tinker Town (unreleased).

Also oversaw the design of Quick Fractions and Shiny Bakery.

Amblique
Aug 2008 - Jan 2012

Web Designer / Developer

Design of E-Commerce / CMS driven websites and mobile sites.
Front end development.
Flash development.

Southern Cross
Aug 2007 - July 2008

Web Designer / Developer

Web design & development for various Southern Cross projects.

Communiqué
June 2006 - Aug 2007

Multimedia Designer

Flash games development.
Web design and development.
Project presentations / tenders.

Digital Motion	Animator / Digital Designer
March 2002 - June 2006	Web design and development.
	Video editing, animation and post production.

Education

UNSW
Graduate Certificate in Computing [2014].

Award, Sydney
Award School [2013].

Silicon Graphics Centre, Sydney
3d Animation and Digital Effects [2003].
Character Design and Animation [2002].

Hunter St Tafe, Newcastle
Cert IV Digital Arts and Media [2001].

Skills

Design
Art Direction.
UX / UI / visual design.
Game design.

Coding
JS - React, Redux and ES6
C# - Unity.
Haxe and LUA.

Art
Illustration.
3d modelling - Maya
Animation - Maya, Flash, After Effects, Unity