


Wayne Petzler

Designer / Software Engineer

 Sydney, Australia

 wpetzler@gmail.com

 waynetron.com/portfolio

Professional experience

Nearmap

Dec 2016 - Present

Software Engineer

Working within the Apps team on the development of the new Map Browser product.

Developing user facing features with React + Redux and ES7 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

March 2002 - June 2006

Animator / Digital Designer

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