



Last updated 21st Dec, 2024

# Bradman Harvey

## GAMES UI PROGRAMMER

### ★ EDUCATION

- ★ **2014 - 2018**      Highschool Education (QCE)
- ★ **2019 - 2022**      Bachelor of Games and Interactive Environments  
Queensland University of Technology (Brisbane, Australia)  
MAJOR      • Software Technologies  
MINORS     • Game Design, Graphic Design

### ★ CAREER

- ★ **2021 - 2021**      Fight 4 Balance (QUT Capstone)  
Spent 9 months working as a capstone team at the Queensland University of Technology (QUT). With Fight 4 Balance as our industry partner, we made an interactive multiple-choice-style game to teach youths how to socialise with 12 to 17-year-olds with intellectual and functional disabilities. Over this time, I was a Programmer and UI Artist.
- ★ **2022 - NOW**      Gameloft Brisbane  
JUL 2022 - Intern UI Programmer (3 months)  
OCT 2022 - Junior UI Programmer (5 months)  
MAR 2022 - Junior UI Programmer / Animator (1 year, 6 months)  
JUL 2024 - Mid UI Programmer / Animator (present)  
Gameloft Brisbane was my first industry job and I was part of a medium-large team (70-100).

### ★ TECHNICAL SKILLS

- ★ **MAJOR**  
UI Programming  
UI/UX Design  
Creative Problem-Solving  
Quick Learner  
Visual + Detail-Oriented
- ★ **MINOR**  
Gameplay Programming  
Game Design  
Graphic Design  
Pixel Artist  
Vector Artist

### ★ TEAM SKILLS

- ★ **MANAGEMENT**  
Proactive Task-Chaser  
Keeps production actively updated  
Identifies blockers early
- ★ **CULTURE**  
Friendly and Kind-Mannered  
Constructive Critic  
Compromise-Provider  
Serial Help-Lender

- ★ **REFERENCES**      References available upon request.

## CONTACT

Phone + Email available upon request. Reach out using the following first:  
Reach out via my website: [www.bradmanharvey.com](http://www.bradmanharvey.com)  
Find me on LinkedIn: Bradman Harvey

