

EmmaFindlay

I am a Brisbane-based game developer with a passion for business and numbers. My primary skill set is production and project management, with a strong secondary skill set in system and technical game design. My portfolio can be viewed at <https://emmacfindlay.wixsite.com/portfolio>

EDUCATION

2016 - present

BACHELOR OF GAMES AND INTERACTIVE ENVIRONMENTS (GAME DESIGN) – Queensland University of Technology

- + 6.92 GPA
- + Undertaken as part of a double degree

2016 - present

BACHELOR OF BUSINESS (ECONOMICS) – Queensland University of Technology

- + 6.92 GPA
- + Undertaken as part of a double degree

EXTRACURRICULAR EXPERIENCE

2018 – 2019

TREASURER – QUT Game Development Club

- + Restructured club finances , including bookkeeping and budgeting practices
- + Organised and managed several events, including university-sponsored events on QUT Open Day and QUT Orientation Week

2019

MENTEE – The Working Lunch

- + Underwent training workshops on subjects such as freelancing, financial management and Australian business law
- + Gained general insight and experience on production and running indie studios from one-on-one industry mentorship

2017 - 2018

NOTETAKER – Queensland University of Technology

- + Took thorough lecture and tutorial notes to be distributed through QUT's Equity Services to students unable to take their own notes

2015

SENIOR COUNCIL – Canberra Girls Grammar School

- + Elected onto Year 12 Senior Council as Service Captain, the student representative for charity-related matters
- + Spearheaded several highly successful charity events, including an Anglicare Pantry Appeal that tripled the amount raised by the previous year's event

AWARDS

- 2019 **DEAN'S LIST, FIRST SEMESTER - QUT BUSINESS SCHOOL** – Queensland University of Technology
- 2018 **DEAN'S LIST AWARD - SEMESTER 1 - SCIENCE AND ENGINEERING** – Queensland University of Technology
DEAN'S LIST AWARD - SEMESTER 2 - SCIENCE AND ENGINEERING – Queensland University of Technology
- 2017 **DEAN'S LIST, FIRST SEMESTER - QUT BUSINESS SCHOOL** – Queensland University of Technology
DEAN'S LIST AWARD - SEMESTER 1 - SCIENCE AND ENGINEERING – Queensland University of Technology
DEAN'S LIST AWARD - SEMESTER 2 - SCIENCE AND ENGINEERING – Queensland University of Technology
- 2016 **DEAN'S LIST, SECOND SEMESTER - QUT BUSINESS SCHOOL** – Queensland University of Technology
- 2015 **THE GRAMMARIAN'S SCHOOL SPIRIT AWARD** - Canberra Girls Grammar School
PRIZE FOR SERVICE TO THE SENIOR COUNCIL - Canberra Girls Grammar School

KEY SKILLS

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|-------------------------|-------------------|------------------|
| + Production | + Game Design | + Economics |
| + Project Management | + Research | + MS Office |
| + Oral Communication | + Leadership | + Google Drive |
| + Written Communication | + Problem Solving | + Google Scripts |

REFERENCES

DR NICOLE VICKERY

- + n1.mcmahon@qut.edu.au
- + Instructor while I undertook a Bachelor of Game and Interactive Environments
- + Oversaw and assessed many of my projects, including my major capstone project

DR ZAC FITZ-WALTER

- + <https://zacfitzwalter.com/>
- + Instructor while I undertook a Bachelor of Game and Interactive Environments
- + Oversaw and assessed several projects, including the 2020 *Queensland Game Development Resources* website