

Duncan Rabone

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Style and Substance. Art and Design for an exciting new world.

Looking for work in graphic design, entertainment and games.

KEY SKILLS

- Comfortable in multiple 2d graphic styles: vector and raster; for print and screen.
- 3D modelling, texturing and animation – specialising in real-time game graphics.
- Publication design and web design: page layout, grid systems, hierarchy and typography.
- Branding and identity: logotypes, iconography, titles, and visual toolboxes.
- Foundation in traditional art, illustration and rendering.
- Solid understanding of production processes, including print production.
- Visual communication strategy aiming for both marketing intent and target audience.
- Creative user-centric design philosophy, specialising in game systems and interactivity.
- Writing techniques for fiction; can adapt artwork to match writing styles and genres.
- Project management and flexible prioritisation for meeting brief specifications and deadlines.
- Competently works as an individual, within a team, and alongside staff across multiple disciplines.
- Technical knowledge of software constraints and programming structure.

Software Skills: Illustrator ~ Photoshop ~ InDesign ~ 3ds Max ~ Zbrush

EDUCATION

Swinburne University of Technology **2011 - 2014**
Bachelor of Design (Communication Design)

- Software Development Units.
- Games Design Minor.
- Distinction Average.

Academy of Interactive Entertainment **2005 - 2006**
Diploma of Computer Game Development (Art)

EMPLOYMENT HISTORY

Snacuum Design **2014 - Current**
FREELANCE GRAPHIC DESIGN

- Shapeway PAX Banner.
- Assorted Business Cards.

Australian Bureau of Statistics **2016**
FIELD OFFICER
Performed follow-up contact with non-respondent dwellings for the 2016 Australian Census.

Australian Electoral Commission **2016**
ISSUING OFFICER
Assisting in a range of responsibilities at a Pre-Poll Voting Centre during the 2016 Federal Election.

GAME JAMS

Impromptu game development on a very tight schedule.

Global Game Jams **2013 - 2016**
Firefly Herder Exxxtreeeeeeem 3000 Models, Textures, Level Design
Perception Models
Office Bash '15 Pixel Art
Twiglands Pixel Art, Animation