

SEBASTIAN CHARLTON

Burwood VIC 3125

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SKILLS AND ABILITIES

- Computer I/T
- Digital media and web design
- Narrative design
- Level Design
- Teamwork Skills
- Production Planning
- Testing and QA
- Sound Design
- Design Prototyping fundamentals
- User Experience Design
- Game Production Experience
- Independent, Punctual, and organized
- Conflict resolution
- Leadership and management skills

ABOUT ME

My Goals

My personal goals involve the creation of larger scale multimedia Narrative Projects. Along with this project goal I also have the moral goal of helping others to the best of my abilities.

Who Am I

Hello! I'm Sebastian, an indie game developer and storyteller in the making. Striving for improvement is my daily objective, and I believe in helping others to the fullest, even if it means putting myself on the back burner.

EXPERIENCE

Lightmare studios Traineeship - 2019

- Engaged in a traineeship with Lightmare studios, focusing on the development of IT skills, including 3D design, character design, and project planning.
- Contributed to asset creation and gained hands-on experience in various aspects of the field.

EDUCATION – QUALIFICATIONS

Box Hill institute 2019

Successfully Completed Certificate III in information, digital media, and technology

Heatherwood school 2014 – 2019

Year 11 pass completed with following subjects:

- Literacy - work education
- Numeracy - personal development

partial completion of units for both the Certificate I in retail services. and certificate I in, Information, Digital Media, and Technology. 2019

Academy of interactive entertainment Melbourne campus 2022-present

I am currently actively studying to learn how to make games and have completed their game design and production Year 1 program.