DANYON FITZSIMON

✉ danyon.fitzsimon@gmail.com
🌐 danyonfitzsimon.com
in linkedin.com/in/danyonfitzsimon
📞 07707 604 106

SKILLS

- Project Management
- Scrum
- Software Release Management
- Game Development
- Workload and Time Management
- Procedures and Documentation
- Team Administration
- Quality Assurance
- Customer Service

PROFICIENCY

Project Management and Business Tools

- Jira
- Confluence
- HacknPlan
- MS Project
- MS Office
- MS Project
- GitHub
- Perforce
- SourceTree

Game Engines, IDE's and Code

- Unity (C#)
- Unreal Engine 4

Production Tools

- Photoshop
- Illustrator
- JustinMind

About

I am someone who loves video games, software development and making sure projects are completed as smoothly as possible.

PROFESSIONAL EXPERIENCE

*Oct 2018 – Now | **Sony Interactive Entertainment Europe*** ⟁
Global leader in interactive and digital entertainment.

Junior Submission Engineer

- Managing the communication between external/internal parties in relation to software compliance, submission procedures and implementation of game products.
- Supporting developers in understanding platform requirements and implementing them in their code/design.
- Liaising with internal Engineering teams to ensure the platform internal tools cater to partners/platform needs and keep evolving together with the platform.
- Milestones:
  - Created an internal data and communication plan with multiple stakeholders from multiple departments to help with triaging support requests when a partner tool-related crash occurred.
  - Provided feedback to Unity Technologies regarding a key PS5 development feature they integrated into the Unity Engine.
  - Created an interview test for the use in the interview process for a new team member using the Godot Engine.
  - Responsible for material creation and presentation of two presentations for a partner facing conference covering parts of the PlayStation submission process and System Software Behaviour.

*Feb 2017 – Jun 2018| **Parallax Labs*** 🎮
Brisbane based game development team.

Producer, Level Designer

- Game: DESPOILER (Steam)
- Responsible for planning, leading and executing agile sprints.
- Managing a backlog of tasks to reduce burndown and team burnout.
- Coordinating publishing actives with the Creative Director and handling consumer interaction:
  i. Mailing Lists
  ii. community tools for steam keys
- Multiplayer Level Design
  i. Assisted design leads with several levels at various stages of production from greybox through to final layout tweaks.

*Sept 2017 – Jan 2018 | **Massive Attain*** 🎮
Game development studio specialising in assisting studios with simulation, VR, animation and gameplay programming.

Producer and Business Consultant (Contract Position)

- Project planning, documentation and milestone tracking for video game and subscription service projects.
- Managing and promoting the company through social media.
- Instituted a 6-month project plan for Massive Attain that would cover business growth ensuring the Massive Attain hit business goals.
- Developed beta version of Company and LMS website using WordPress and number of plugins.
- Undertook a critical evaluation of the company to help Massive Attain pivot to a more profitable and sustainable position for business success.

*Dec 2016 – Jun 2018 | **1ICT*** 🖥
IT company and strategic business solution provider.

Customer Service Technician

*Jul 2015 – Dec 2016 | **1ICT*** 🖥
IT company and strategic business solution provider.

Software Developer

EDUCATION

Dual Bachelor's Degree (GPA 6.188 out of 7) / 2013 – 2016
Queensland University of Technology, Brisbane QLD
Bachelor of Business (Management) – with Distinction
Bachelor of Games and Interactive Entertainment (Games Design) – with Distinction