

Trev Clift

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Lead Technical artist, Unity Specialist, Cool person

EXPERIENCE

Creature, Starship Home — *Lead Technical Artist*

2023 - Current

Working on an unannounced MR project set to release Q3 2024. Im the teams Lead Tech Artist and am responsible for squeezing out every tiny bit of performance we can from the Quest 3, making super pretty VFX and Shaders and making everything feel juicy and responsive

SD Games, Rocketcard Defence — *Co-Founder/Lead Programmer*

2024 - Current

Making a roguelite tower defence card game thats yet to be announced, SD games is a small team of two, and we're making small games that blend the strategic elements from roguelite deckbuilders with the tactical elements of tower defence games

Anecdote Games, Outpost — *Lead Technical Artist*

2022 - 2024

This small and scrappy Canberra team is building an atmospheric horror game while still getting up off the ground. We were making very cool things in an impressively short time period, but were strictly keeping this project as a side gig/weekend project

SMG, Unannounced Project — *VFX Artist*

2023 - 2024

Temporary 3 month contract as an extra pair of hands for the VFX team, working on an unannounced project and making the game feel juicy and responsive. This role is pretty low-key and isn't a step forward in my career, but as soon as the game is announced I'll be giving infinite playground bragging rights to my nephew which is a worthy tradeoff.

Playcorp Studios, Beyond Contact — *Senior Technical Artist*

2022 - 2023

I came onboard for a short stint with the team to help them get over the line for 1.0 release, most of my work here focused on expanding and polishing existing UI

SKILLS

Leadership, training and mentoring.

Shaders, UI, VFX, Asset Pipelines, Tools programming, Gameplay programming, Polish and gamefeel specialist, Animation systems, Camera setups, Miscellaneous problem fixer and Unity Specialist.

Amplitude Sega, Unannounced Project — *Lead Technical Artist*

2020- 2022

Leading the Tech Art Team and working closely with both Art and Programming teams to build automated art pipelines in a continuous delivery environment. This project has allowed me to build some of the coolest tools and most stylised shaders I've ever worked on.

This project has unfortunately been put on hold and the team disbanded

LAI GAMES, Arcade Legend — *Senior Technical Artist*

2020- 2022

Leading the art team on a multiplayer VR arcade management tycoon. Managing and mentoring the art team, Tech Art'ing every spare minute

Immutable, Gods Unchained — *Senior Technical Artist*

2018 - 2020

Acting Tech Art lead on one of the world's largest blockchain games, helping the game grow in a games-as-a-service model

Solo Developer, Unreleased Project — *Generalist*

2017 - 2018

2 years spent on an unreleased game working solo and filling all roles.

Freelance, Developer and Consultant — *Technical Art*

2015 -2017

Working on multiple projects, primarily interactive museum experiences and offering private training and consulting for companies using Unity.

Academy of Interactive Entertainment — *Teacher*

2014 -2016

Teaching both the Cert 3 in Game Design and short Intro to Game Development courses for kids between 8 and 15

Siege Sloth Games — *Co-founder and Technical Art*

2014 -2017

Creating multiple educational games, winning multiple awards in the Serious Games genre both nationally and internationally

Micro Forté — *QA Testing*

2011

QA for Micro Forté on an unreleased project before the company was sold to Wargaming.

AWARDS

Evergreen - Winner of Serious Games Showcase & Challenge(USA) 2016

Evergreen - Finalist Play by Play 2016

Evergreen - Winner of Made With Unity - Creativity Award 2015

Evergreen - Selected at Indie Megabooth Pax Prime 2015

Siege Sloth Games - Winner of Stir 2015 Pitching competition

Siege Sloth Games - Winner of InnovationACT 2014 Pitching competition

PROJECTS

Starship Home — *Lead Tech Artist*

Creature

Unannounced project — *VFX Artist*

SMG

Beyond Contact — *Senior Tech Artist*

Playcorp studios

Unannounced project — *Lead Tech Artist*

Amplitude Sega

Arcade Legend — *Senior Tech Artist*

LAI Games

Gods Unchained — *Senior Tech Artist*

Immutable

Unreleased solo project — *Generalist*

Solo Developer, unreleased

Short-form Educational Games — *Generalist*

Legends of Learning Education Platform, multiple games

Skeleton Run Sports Sim — *Tech Artist/programmer*

Australian Institute of Sport

Garrigarrang Seasonal Calendar — *Tech Artist/programmer*

National Museum of Australia

Submarine Play Space — *Tech Artist/programmer*

Australian National Maritime Museum

Marbelous Ball Run — *Tech Artist/programmer*

Questacon, Canberra

Pocket Bonsai — *Tech Artist*

Siege Sloth Games

Evergreen — *Tech Artist/programmer*

Siege Sloth Games

EDUCATION

Graduate Diploma in Management

Academy of Interactive Entertainment, Canberra - 2014

Advanced Diploma of Professional Game Development (Specialising in Programming)

Academy of Interactive Entertainment, Canberra - 2012-2013

Advanced Diploma of Professional Game Development (Specialising in Art)

Academy of Interactive Entertainment, Canberra - 2010-2011