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# CLINTON MCCLEARY

GAME DEVELOPER, DESIGNER & 3D ARTIST | [WEBSITE/PORTFOLIO](#)

## OBJECTIVE

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To bring joy by creating interactive virtual worlds that tell their own story.

## SKILLS

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3D Modeling (Maya)  
UV Unwrapping (Maya)  
Texturing (Quixel/Substance)  
Game Environments  
Game Props  
Game Level Design  
Game Play Design  
Game Narrative Design  
Unreal Engine Blueprinting  
Video Editing (FCPX)  
Trailer Production  
Stakeholder Management  
Project Management  
Team Leadership & Coaching  
Instructional Design  
eLearning Creation

## EXPERIENCE

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### INDIE GAME DEVELOPER • CAUSTIC REALITY • APRIL 17 – CURRENT

As this is a self-employed solo endeavor, the role encompasses all facets of game development. My responsibilities range from creating game art assets all the way through to marketing, promotion & relationship management.

### ELEARNING DESIGNER & COACH • OPTUS • APRIL 10 – APRIL 17

eLearning developer using a wide range of tools to make training engaging and memorable. With a big focus on innovation, implementation of new tech and using all media types to make learning a true experience. As a coach I coached fellow designers on all aspects of design with one on one coaching and workshops.

## EDUCATION

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### ADVANCED DIPLOMA OF PROFESSIONAL GAME DEVELOPMENT • 2018 • ACADEMY OF INTERACTIVE ENTERTAINMENT (AIE)

This Advanced Diploma specialized in Game Art and Animation

### CERTIFICATE II IN INFORMATION, DIGITAL MEDIA, GAME PROGRAMMING FOUNDATIONS • 2015 • AIE

This certificate focused on game programming in C#

### CERTIFICATE III IN MEDIA, GAME DESIGN • 2013 • AIE

This certificate focused on game and level design using Unity

### CERTIFICATE IV IN TRAINING AND ASSESSMENT • 2013 • INSPIRE

This certificate focused on competency based assessment & facilitation



[CLINTON@CAUSTICREALITY.COM](mailto:CLINTON@CAUSTICREALITY.COM)



0431133507



[LINKEDIN PROFILE](#)