LEON FRESH

Graphic Designer + Web Dev
Unity C# Game Dev
Leonfresh.com

ABOUT

- Digital since birth, visionary by trade.
- Always on the lookout for the most efficient way to do anything in life.
- Avid gamer in him has led to create viral mods of PC games at a young age.
- Driven by creativity and passion, pursued a career of design and coding, so that one day, he can achieve anything from his wildest dreams.
- Vegan and loves exploring the mysteries of the universe. <3

SKILLS

ADOBE PHOTOSHOP ★★★

ADOBE ILLUSTRATOR ★★★

ADOBE INDESIGN ★★★

ADOBE FLASH ★★☆

UNITY3D ★★☆

CINEMA4D ★☆☆

UNITY C# ★★☆

HTML5 + CSS ★★★

JAVASCRIPT + JQUERY ★★☆

PHP + WORDPRESS ★★☆

★☆☆ BEGINNER

★★☆ INTERMEDIATE

★★★ EXPERT

LEON **FRESH**

EXPERIENCE

12/2008 –

ARTSPEC DESIGN STUDIO

Junior graphic designer to help the design studio's workload, mostly specializing in school and sports related presentations.

3/2009 –

ADDISON JOINERY

Shopfitting company which had a great reputation and top tier clients like McDonalds. Took care of their design and web needs and operated large vinyl printer.

9/2011 – 3/2012

ENTIRE TRAVEL CONNECTION

Created many creative promotional print items and revamped several of their websites which then saw a 300% increase in viewer retention.

10/2012 – 3/2013

MONEYTECH LIMITED

Promotional print items and new website for them and their subcompany. Challenge to make corporate material look appealing.

8/2014 –

HANNOVER FAIRS AU (CEBIT)

- Highly rewarding experience to be the sole designer and web developer for a big trade show like CeBIT and CeMAT Australia.
- Instructed an intern the foundations of design.
- Delighted to watch as my designs came to life at the exhibition itself.
- Coded their 2015 website from the ground up.

8/2015 –

SELF FREELANCE & THE SWOOP INN

Freelancing from my own website and the prestigious client base of The Swoop Inn which had me work at companies like Sony Australia, Elastic Studios, Mammal, Sherlock Creative.

Animated some interesting HTML5 compatible banners for most of these companies.

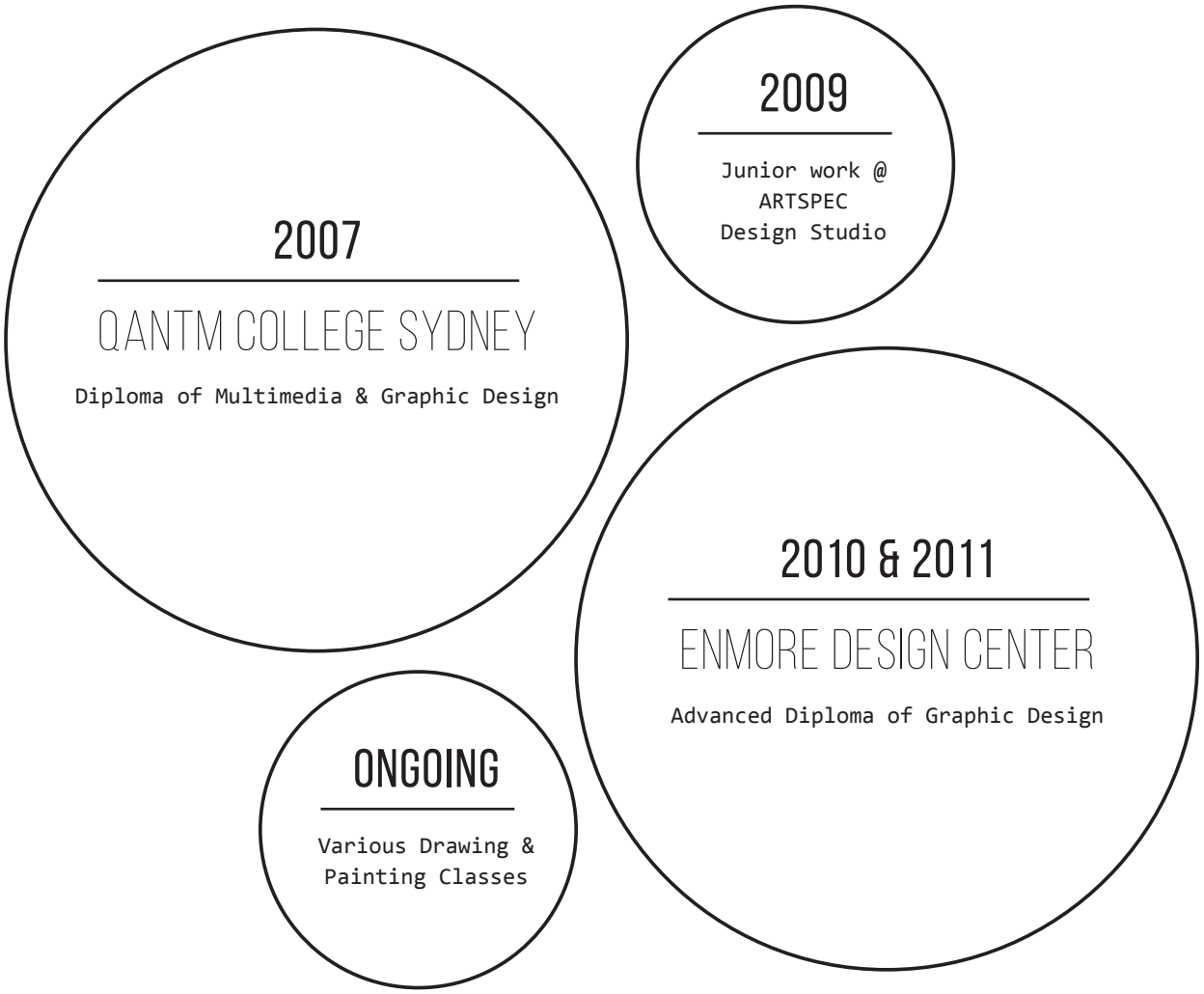
11/2016 –

STARLIGHT ROGUE GAME DEV

Started development of my own game in Unity3D and programming it via C#. Later a fellow TAFE colleague decided to join and bring his awesome art + design skills to the mix. Currently still under development after one year, but it's bound to be awesome when released!
www.starlightrogue.com

PRESENT

EDUCATION



REFERENCES

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