



# Peter Menhennitt

menhennitt.peter@gmail.com

+61 (0) 401 008 717

9 Eumarrah St, Bonner, ACT 2914

- *Australian Citizenship*
- *Negative Vetting Level 1 security clearance*
- *Advanced Diploma of Professional Game Development (2009)*
- *Over 10 Years of Senior/Lead Digital Artist experience*
- *Strong knowledge and skillset in professional industry tools such as 3DS Max, Unity, and Adobe*
- *Strong desire for self development*

## Unbnd Group

*Digital Specialist: February 2019 - Present*

- Created photorealistic 3D renders for use across multiple platforms/system specifications.
- Developed assets for both augmented reality and virtual reality immersive and interactive experiences with the goal of enhancing customer experiences.
- Managed timelines for concurrent national and international projects to tight deadlines.
- Created 2D and 3D art assets for multiple projects from pre-production, through production to launch, and post launch support.
- Designed client facing project briefs outlining costs, timeline estimates, and milestone goals.
- Developed and maintained production documentation as well as managed a development team according to Agile Scrum/Waterfall workflows and pipelines.
- Used project management tools such as Jira, Asana, and Monday.
- Used industry standard tools and engines including Adobe After Effects and Photoshop, 3DS Max, Z-Brush, and Unity.
- Organised and managed External Contractors for development projects.
- Assisted in development of workplace policy and documentation.

## Techtree Interactive

*Art Director: April 2018 - February 2019*

- Developed and maintained production documentation.
- Created Art style and art assets for production.
- Managed development team according to Agile Scrum/Waterfall workflows and pipelines.
- Organised and managed External Contractors for development.

# Contractor

*January 2018 - April 2018*

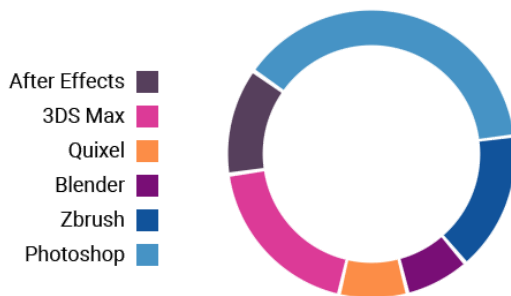
- Worked on large and complex visualisation models for complex immersive and experiential designs.
- Developed and maintained production documentation.
- Used project management tools such as Bitrix24 and Trello.
- Worked collaboratively with programming and development teams.
- Created high end production assets for multiple national and international projects.

# Dreamgate Studios

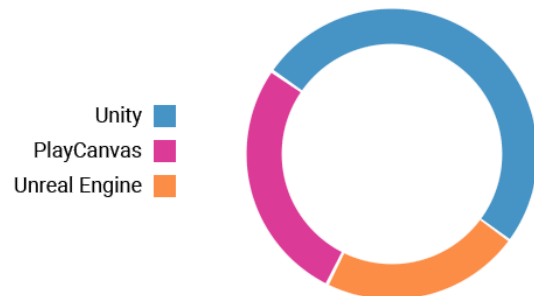
*Senior Artist/Art Director: November 2011 - January 2018*

- Developed art assets for use on mobile devices, taking into account the system specifications and limitations of various market-available devices.
- Managed timelines for concurrent projects.
- Lead an internal art team as well as external international contractors.
- Produced and maintained development documentation.
- Managed Art team according to Agile Scrum/Waterfall workflows and pipelines.
- Organised and ran interview processes for new hires.
- Mentored yearly internships.

*Development Tools*



*Game Engines*



Professional Reference:

**David Loughnan**

*Managing Director - Unbnd*

[david@unbnd.com.au](mailto:david@unbnd.com.au)

+61 (0) 468 455 646

Character Reference:

**Jeffrey Stewart Evans**

*Automation Engineer - Leidos*

[jeffrey.s.evans@leidos.com](mailto:jeffrey.s.evans@leidos.com)

+61 (0) 401 027 963