

Jeremy Edwards

Technical Artist, Programmer,
Concept Artist

DETAILS

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EDUCATION

Bachelor of Design (Games)

RMIT 2023 - 2025

SKILLS

Technical Art

- High Level Shader Language (HLSL)
- Unity Shader Graph
- Unity VFX Graph
- Compute Shaders
- Custom Lighting Models
- Post Processing

CPU Programming

- C#
- Custom Render Pipelines
- Developer Tools
- UI Interfaces
- AI Behaviour

Concept Art

- Character Concepts
- Environmental Concepts
- 2D Animation
- Pixel Art

Professional Summary

I'm a dedicated game developer, committed to creating games using aesthetics that are derived from constraining and abstract styles with the goal to produce games that stand out from the crowd.

I specialise in technical art and developer tools with much of the experience coming from the Unity game engine. I am capable of working in projects that are solo lead and projects that are team lead.

I graduated with a Bachelor of Design (Games). During my final year project at RMIT, I lead a team that produced the game 'Helm of Heresy' that was one of 6 games that were selected to be exhibited at PAX 2025. I also produced the game 'Sonar Ping' that was selected to be exhibited at the International Game Developers Association Melbourne (IGDAM) in August 2025.

I'm really passionate in the process of game development and contributing to a culture of support and growth for emerging developers. I'm always eager to learn all parts about game development and also love teaching others about what I have learnt too!

Experience

Helm of Heresy 2025

Team Lead, Technical Artist, Programmer

Isometric dungeon crawler game made by a team of 4.

- Directed gameplay and creative vision. Provided direction and feedback to the team members to achieve cohesive and harmonious design.

- Designed various VFX such as a fog of war shader, dithering shader and vertex wall shader.

- Programmed character controller, enemy behavioural AI and runtime shader scripts.

Exhibitions

Traitors on the Train | Games Pond 2026, IGDAM 2026

- Selected to showcase at Games Pond that had over 350 attendees
- Showcased at IGDAM in August, that had 10 play through with an average playtime of 30 minutes

Helm of Heresy | PAX 2025

- 1 of 6 selected to showcase at PAX 2025
- Showcased the final product to over 50 live players across 3 days, with an average of 20 minutes of gameplay per play session

Sonar Ping | IGDAM 2025

- Selected to showcase at the IGDAM exhibition in August 2025
- Showcased to over 30 live players

Adjacent Industry Experience

Sunshine Fitness Gym 2023 - present

Backend Spreadsheet Developer | 2024 - present

- Developed an automated roster sheet that tracks staff availabilities and provides a dynamic interface for managers to develop weekly rosters
- Developed a staff time sheet that automatically tracked staff hours, pay cycles and awards
- Developed a task tracker sheet for managers and staff task organisation

Staff Manager | 2025 - present

- Managed over 12 staff members
- Directed staff duties and track staff performance
- Reported to managerial customer related enquiries
- Hired 3 separate staff and ran 8 job interviews
- Ran various gym related events
- Responsible for roster curation