

TRENT EUMAN

GAME DESIGNER



Melbourne, Australia

(+61) 400 764 100

trent.euman@outlook.com

trenteumangamedesign.com

(Portfolio Website)

ABOUT ME

I am a seasoned gameplay and user experience designer with a focus on inspiring others, diversity, and exploring innovative game design approaches. My expertise in gaming trends, industry software, and programming languages allow me to achieve outstanding results.

DESIGN EXPERIENCE

Dec [Dolven](#)

2023 **UX Designer, QA Tester**

- Designed user-friendly interfaces that feature intuitive navigation and engaging gameplay mechanics.
- Collaborated with developers and engineers to seamlessly integrate UX design into the game development process and meet tight deadlines.
- Implemented user-centred design principles to improve game mechanics, navigation, and visual aesthetics, increasing player engagement and retention rates.
- Conducted user research and playtests to gather valuable feedback on game mechanics and interface design, significantly improving the overall user experience.

Nov [Tankazooka](#)

2023 **Game UI/UX, Director, Community Manager**

- Designed UI elements that made mechanics clear and easy to understand.
- Crafted onboarding tutorial sections, visual effects, and dynamic systems to create immersive user experiences.
- Coordinated tasks between designers, engineers, and artists throughout the production/post-production phases.
- Ensured all UI/UX elements were high quality and provided memorable user experiences.
- Created and monitored social media accounts while regularly posting content on social media platforms.

June [Gameplay Design Internship](#)

2023 **RainBros合同会社, Osaka Japan**

- Developed wireframes and flowcharts to explain design processes and understand UI practices.
- Created technical documents to explain UI design choices and the intended user experience.
- Built 2D/3D Unity prototypes to advance programming skills.
- Analysed Mario Kart Tour by creating flowcharts, wireframes, and technical documents to improve user experience.

SKILLS

Computer Skills

- Unity
- Unreal Engine
- Twine
- DepthKit
- Autodesk Maya / Blender
- Git (Visual Studio Code)
- GitHub / SourceTree
- Trello / Jira
- Adobe XD / InDesign
- Photoshop / Illustrator
- Microsoft Office
- Google Workspace

Programming Skills

- C#
- C++
- PHP
- HTML / CSS
- Ruby
- MySQL
- Bolt (Visual Scripting)

STRENGTHS

- Solving complex problems.
- Thinking creatively.
- Active listening and social skills.
- Energetic and outgoing personality.
- Effective leadership.
- Strong verbal and written communication skills.
- Fast adaptability and flexibility.
- Deep understanding of current and past gaming trends.
- Highly motivated and driven.

Nov **[The Conceptual One \(University Project\)](#)**
2022 **Unity Engineer, VFX, Mocap, DepthKit Editor**

- Managed Unity scenes with volumetric capture performances.
- Operated Cinemachine to record shots and export footage.
- Implemented Visual Effect Graphs and Unity's Animator.
- Performed in Volumetric Capture Studio using DepthKit.
- Rotoscoped DepthKit footage to remove visual noise.

Nov **[Untitled Space Game \(University Project\)](#)**
2021 **Game Director, Producer, UI/UX**

- Focused on the overall design, and user experience
- Emphasised game feel, Game UX and Game UI
- Assisted in programming regarding the mechanics, optimisation, User Interfaces (UI) and Visual Effects
- Managed team through the pitch and production phases while maintaining documentation and scheduling

To see my other works, [check out my portfolio](#)

WORK EXPERIENCE

Oct 21 - **Senior Sales Associate**
Present *EB Games Australia, Richmond, VIC*

- Delivered exceptional customer service to establish strong relationships and build rapport with customers.
- Ensured positive first impressions by welcoming new, existing, and potential customers.
- Managed inventory control procedures to effectively monitor stock levels.
- Maintained store's visual standards by creating window and interior displays in accordance with merchandising guidelines.
- Handled returns, exchanges, and refunds in accordance with store policy.
- Closed and opened the store independently and prepared nightly bank drops for management.
- Demonstrated advanced product knowledge of video game software and loot merchandise.

Nov 22 - **Student Ambassador**
Mar 24 *Swinburne University of Technology, Hawthorn, VIC*

- Acted as a positive role model for current and prospective students, ensuring that they felt welcome and comfortable.
- Interacted with faculty and staff involved in the recruitment of students.
- Interacted with university and prospective students to represent the university's interests and values.
- Led insightful campus tours for prospective students and parents.
- Developed in-depth knowledge of university resources and services and promoted those to prospective students.

EDUCATION

Swinburne University of Technology
Bachelor in Games and Interactivity

Mar 2020 - Feb 2024

- GPA - 3.60
- Selected as Student Ambassador
- Worked as Residential Advisor
- Member of Golden Key Honour Society
- Selected for 2023 Tokyo Study Tour

INTERESTS



Photography



Animation



Creative Writing



Football



Baseball



Bowling

REFERENCES

Dr. Steven Conway

sconway@swin.edu.au | 9214 4407

Course Director - Swinburne University

Taught me at Swinburne and directed my game design journey.

Akira Thompson

akira@rainb.ro

Studio Head - RainBros 合同会社

My supervisor while I interned at RainBros for 6 weeks as a Gameplay Design Intern.

Andrew Naish

0407 273 493

Managing Director - Covyne Entertainment

Offered great insights on game development and presenting at industry events.