

Cliff Sharif

Emperor Katax

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www.kataxco.com

PROGRAMMING

C++, C# , PHP, HTML/CSS, JavaScript
Action Script, Python

WEB DESIGN/DEVELOPMENT

HTML 5/CSS3 , XML, MXML, JavaScript,
jQuery, CMS with PHP and MySQL, Web
Games, Flash with ActionScript 3.0, Flex.
Joomla

Computer Game Industry (CG)

Unreal Engine, Unity, CryEngine,
Cocos2d, 3D Studio, Artwork, Level
Design, Character and Motion Animations

3D DESIGN

Modelling with 3D Studio Max and ZBrush
Animation: Motion Builder and 3D Studio
3D Art with: Bryce, Poser, Adobe CS
Level Design: Unreal engine & 3D Studio

Digital Photography, Print & Art

Adobe Photoshop, Adobe Illustrator, Corel
Draw, Ulead PhotoImpact, Bryce, Poser,
ZBrush, Milk Drop and
Fractal design programmes

Animation and Video Editing

Autodesk 3D Studio, Autodesk Motion
Builder, Adobe Flash, Adobe After Effect,
Ulead Media Studio, Adobe Premier

Computer Operating System (OS)

Windows operating system family (98,
2000, XP, Vista, Seven & 8)
Problem solving, repair, installation and
education.

Hardware

Troubleshooting, Upgrading, Problem
solving over Video cards, Memory, CPU
features, Scanners and Digital cameras.

Education

Master of Multimedia Honor (Computer Game)
Swinburne University of Technology
Melbourne Australia - 2011

Master of Multimedia
Swinburne University of Technology
Melbourne Australia - 2010

2006 – 2014 Programming

Develop **interactive applications** which can communicate with user and other programs in cases of sending and receiving data. These applications could be used as **touch screens**, **real time** application or computer **games** for different purposes. Also I can develop applications used **complex math**.

I use XNA, C#, C++ and Action Script 3.0 in front of web based programming languages like HTML 5, JavaScript, PHP and MySQL.

Recent Employments:

2013 - 2014 " The Good Guys " Pty Ltd
I make computer games used for touch screen and tablets for advertisement purposes. I used HTML5 and JavaScript.

2012 - 2013: " TGL " Pty Ltd
I do development interactive applications known as gambling games.

2010 - 2012: "Interactivity" Pty Ltd
Developing interactive touch screen applications and real time applications which are used for Real Estate touch screen units and advertisement purposes.

Link: <http://www.kataxco.com/codesample-00.php>

2003 – 2014 Game Industry

Game engine programming, level design, app programming, Modeling, Rig and Skinning for Animation, Animating, Game story, Game sound FX are some examples of my experiences in game industry.

In **2012**, I designed 3D art, character motion animation and sound FX for "**Panzer Gaming Studios**" an American game developers team. I use 3D Studio for Unreal 3 game engine SDK. Also at same time, I develop UI for "MASS EFFECT 3" in "**Straightright**" with Flash/ActionScript on Nintendo touch tablets.

During year **2009**, I developed game engine for Flash-based game, "Zion Defender" with Action Script 3.0 and PHP.

WCG is one of the famous international tournaments for computer games. Between **2003 -2004**. I was responsible for co-operating around 2000 gamers for WCG tournaments on "Counter Strike", "Unreal Tournament 2004", "C&C Generals", FIFA" and "Warcraft". I work with teams for teaching game play tactics, prepared friendly matches and supervised ranking match for teams as local match and broadcasting on media.

Links: <http://www.kataxco.com/num/num04.html>
<https://www.youtube.com/watch?v=dZutU12xTog>
<https://www.youtube.com/watch?v=ubXgTJV6nDA>

I worked as graphic designer in magazines, companies, music bands, art groups, game art. and print offices. I designed poster, catalogue, business card, magazine`s layout, logo, box, interior publishing design and CD and DVD cover artwork.

I`m expert on using all possible digital elements in my designs (2D, 3D, fractal base, art samples, video...) There are over **400** samples of my graphic design in my web site.

Also, I designed advertisement for many manufacturers like music bands, magazines, food industries, electronic companies and also medical.
Please visit <http://www.kataxco.com> for details.

Recent Employments:

2010 - 2012 " Interactivity " Pty Ltd (fulltime permanent)
I design advertisements, touch user interface (UI) and image optimizations.

2009 - present " ClickWize Web Development" (project/contract)
I design web objects and perform image optimization.

2001 – 2014 Web design/development

I start web design at 2001 by using all HTML and JavaScript. Now I develop web pages , CMS (Content Management System) and web applications like games, which is support by PHP, MySQL, JavaScripts and HTML5/CSS3. Also design and development Flash components with ActionScript 3.0/2.0 as advertisement and games, is part of my skills.

Recent Employments:

2013 - 2014 " The Good Guys " Pty Ltd
I make computer games used for touch screen and tablets for advertisement purposes. I used HTML5 and JavaScript.
Link: http://social.thegoodguys.com.au/test/roadblock_demo01/roadblock-00.html

2010 - 2012 " Interactivity " Pty Ltd
Web development (Front end/Back end) by HTML, CSS, JavaScript, Flash
Links: <http://www.eguestbook.com.au/> and <http://www.interactivity.com.au/>

2009 - present " ClickWize Web Development"
I did web development, eCommerce objects(PayPal), CMS, Flash advertisement, user interface design UI by using programming languages like HTML, Java Script, JQuery and CSS. For CMS, I used PHP with MySQL and also Joomla.
Links: <http://www.clickwize.com.au/>, <http://www.mskfurniture.com.au/>,
<http://www.mrgglass.com.au/>, <http://www.sifinancial.com.au/>,
<http://www.good-housekeeping.com.au/>, <http://www.mtwo.com.au/> and
<http://www.gun-it.com.au/>

Interests

Team behavior

As we know, in IT everyday there are new technologies and updates involve. Sometimes an IT project need to be separated, between members of team and sometime it should be synchronized across the workflow of team.

I feel better working in team, because it is a productive sequence which meet energy, creativity and timing. As a team member. I like to be ontime and open, to face anything related to work.

Problem Solving

Solving problem on PC is one of my most powerful expertise because, I know **Windows Operating System** family for more than 17 years (from Windows 95 to Windows 8). Also, I have experiences on generations of PC hardwares (CPU, Graphic card, ...), related to PC games and heavy tasks like graphic, 3D, Video and Fractal generator softwares.

Communication

I have strong communication skills with customers both in facial and social-networks. "**Presentation**" is one of my skills in a high quality.. I'm serious and open in my business to negotiate over new topics, suggestions and management strategies due to work load or customers.

I manage about **seven** active public profiles on social networks. I enjoy talking with people around this planet specially related to "**Game Culture**".*

* For more details please type "**Emperor Katax**" in Google search, that's my nickname.

Other

I love strategy games. (First person is of my favs too!) I love snowboarding and related sports like skate boarding.

Electronic music is my favorite tune.

I also know Persian language, which is sweet for develop some games like "Battlefield 4".



Referees

Jessica Jimerson (Team Leader at Panzer Gaming Studios)

jessicajimerson@gmail.com

Phone: (+1 619) 651-1552 Monday-Wednesday 12:00 PM to 5:00 PM PDT

Damien Attard (Project Manager at ClickWize Multimedia)

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(+61 3) 0417 509772

For samples and details, please visit: www.kataxco.com

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