

Daniel Green

Multimedia developer & artist · Game development, interactive design, illustration

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PROFILE

Thirty years across interactive learning design, game programming and studio art. Eighteen of them as a multimedia developer in higher education and commercial digital design, specialising in interface design, usability and accessibility — acting as subject matter expert, meeting with senior management and working alongside programming teams to take interactive learning material from conception to production. Now designing, building and publishing games independently under Greenlite Technologies. Self-motivated, with strong initiative and creative skills, and training and project management experience.

SKILLS

Unity

C#

C / C++

JavaScript

HTML & CSS

Interface design

Usability & accessibility

Photoshop

Illustration

Oil painting

3D modelling

Video & audio editing

Project management

EXPERIENCE

Current

Game developer & publisher

Greenlite Technologies

Running a one-person game studio: design, art, programming, build pipeline and store presence.

- Two titles published on Steam — *Lost City of Bardo* and *GreenBulb*.
- Built in Unity with C#.
- All disciplines in-house, from concept art to storefront copy.

2012 – 2014

8 Ways of Indigenous Learning — website architecture

Based on a PhD artefact by Kitty Vigo

- Developed the site architecture from the underlying scholarly material.
- Interlinked multi-menu design with embedded Flash menu functionality.
- JavaScript, HTML and CSS; integration of video and audio elements.

2012 – 2014

Lecture writing

Swinburne University of Technology, Lilydale

A series of written lectures (3,000–5,000 words) on mobile application design and development, video game adaptation and theory, a decade of multimedia development, and video and audio editing for electronic media.

2012 – 2014

Sculpture manufacturing and design

Own small business

- Hand-built and designed garden ornaments in clay.
- Full range of production moulds using a silicone glove system with resin mother moulds.
- Custom enamel paint and adhesion technique across a complete production and finishing cycle.
- Marketing, accounting, sales and development.

2009 – 2014	Freelance website design and construction Independent Hand-coded sites in Dreamweaver with JavaScript, HTML and CSS, plus builder platforms including Shopify, Squarespace, Big Cartel and iWeb. Clients: Bukker Tillibul (Swinburne University student journal), One Country Different Voices, Peter Arnold Antiquarian Books, Novelty Gnomes.
2004 – 2014	Multimedia and AV technical work Adidam Pancommunion • Created proprietary software to arrange and manipulate photographic image files. • Rendered and animated a travelling art gallery concept in Ray Dream. • Worked with architect and engineer teams on a scale walkthrough video for promotional display.
2009	Coranderrk Aboriginal History Project Informational CD-ROM Filmed interviews with descendants of the Coranderrk Aboriginal Station, edited in Adobe Premiere and set inside a simple, intuitive Director interface. The result became an archive of spoken Aboriginal history used as a cultural resource in Aboriginal and educational communities.
2003	LPW501 / Real Life Writing CD-ROM Swinburne University creative writing course Twelve recorded and edited interviews with writers from music, programming, business and creative writing, loaded segment by segment through a Director interface with a Flash title sequence.
1999 – 2002	G21 upgrade — Global Cultural Dreaming Swinburne University, sponsored by CAUT • Redesigned the interactive 3D environments in Ray Dream Studio. • New help, navigation and introduction functions built through 3D rendering. • Claymation models photographed, edited in Photoshop and folded into the intro interface.
1998	Master of Arts (Writing) promotional CD-ROM Swinburne University A 3D book with animated pages, integrated video and audio, and hand-drawn illustrations throughout.
1997	G21 set construction and design Swinburne University Ran the approval process with faculty, gathered course material, and produced design and technical specifications, screen mockups and storyboards around a 'virtual museum' interface. The environment was hand-modelled from dolls house miniatures and craft material, photographed, scanned, retouched in Photoshop and authored in Macromedia Director.

- 1997 **Artistic director / designer**
AAV Digital Media
A touch-screen project promoting AAV and its affiliates: full-screen animation traced and assembled in ToolBook, processed to video through Director, fully scripted and recorded in a sound studio with a voice actor.
- 1996 **Rock, Scissors, Paper**
CAUT grant project
An interactive program exploring the relationship between image, symbol and text. Written first in C, then rewritten in Lingo for Macromedia Director. Judged the best project created under the CAUT grants that year.
- 1990 – 2000 **Freelance graphic design and art**
Independent
- Logos, advertisements and leaflets in Aldus Freehand and Photoshop.
 - Exhibited at local group shows.
 - Developed game environments in HyperCard and C.

EDUCATION

- 1990 **BEd (Art & Crafts)**
Melbourne University
- 1986 **HSC — Dux**
Daylesford Technical High School