

Cameron Owen

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Creative Engineer

20+ years in games, VR, and interactive media. Currently leading engineering on multiplayer VR training simulations at Real Serious Games. Built real-time 3D, VR, and AR products for Coles, Domino's, ANZ, and the Australian Defence Force at Deloitte Digital. Earlier, designed and engineered Cartoon Network titles at Defiant Development. Founded Attract Mode Games, whose racing title won Unity's 'Flash in a Flash' competition and shipped on iOS, Android, and PC.

SKILLS

ENGINEERING

20+ YRS

C#

TypeScript

JavaScript

Node JS

.NET

Lua

HTML

CSS

C++

Java

PHP

ODB

SQL

Unity3D

AR

VR

CI/CD

HLSL

Shader Graph

VFX Graph

CG

PC

Mac

iOS

Android

Quest

PlayStation

Pico

WebGL

DESIGN

15+ YRS

Interaction Design

Player Acquisition & Retention

Induction & Onboarding

VR/AR/MR Usability

Interactive Interiors & Installations

Visual Effects & Motion Graphics

Visual Design

Web Design

PRODUCTION

10+ YRS

Concept Development

Project Planning & Solution Design

Requirements & Estimates

Agile & SCRUM

Testing, Automation & CI/CD

Code Reviews & Documentation

Mentoring & Group Coordination

EXPERIENCE

Real Serious Games

JAN 2025 – PRESENT

Lead Engineer

- Translated design briefs into technical requirements and solution designs
- Delivered prototypes through iteration to fixed-scope, shippable builds
- Built multiplayer training systems supporting facilitator-led sessions with up to 16 simultaneous participants
- Engineered simulated electrical and mechanical systems for safety-critical training
- Delivered cross-platform builds across VR, desktop and WebGL
- Updated and repackaged legacy VR content for modern mobile platforms

KEY PROJECTS

NMTAFE Pump VR Experience	Multiplayer disassembly and reassembly training
QLD TAFE Energy VR Training	Solar PV and electrical systems safety training
Vehicle Incident Response Training	First responder vehicle incident scenarios

Alta Reality

MAR 2022 – NOV 2024

Senior Engineer — *A Township Tale (PC, Quest, Pico)*

- Designed 'Ways of Working' for engineering best practices
- Enhanced code quality processes and streamlined build pipeline
- Created platform agnostic framework to streamline porting
- Led Pico VR Headset porting project (internal team)
- Engineered, estimated, and implemented solutions for design briefs

Lead Engineer — *A Township Tale (PC, Quest, Pico, PlayStation VR2)*

- Established new workflows and mentored team in solution design
- Defined release procedures for live game updates
- Triaged defects and coordinated resolutions with internal teams
- Coordinated PlayStation VR 2 porting (external team)
- Owned technical estimation and design-brief sign-off across the wider team
- Navigated team changes and downsizing

Deloitte Digital / Well Placed Cactus

OCT 2016 – MAR 2021

Senior Software Engineer

- Developer and design consultant for the Deloitte Creative Technology team (formerly Well Placed Cactus)
- Led a team from ideation to delivery on key defence (Army & Navy) visualisation and educational projects
- Ground-up bespoke real-time 3D, VR & AR solutions for projects with Coles, Dominos, Belong & ANZ
- Authored and maintained core software libraries to accelerate the team making games and AR/VR apps
- Managed and directed development of the team's internal software stack
- Defined the team's best practice standards from a technical perspective; mentored others to reach them
- Helped grow wider team collaboration between engineers and creatives

KEY PROJECTS

Army, Navy & Defence

Multiple interactive training projects under NDA

Airforce – AIMEE

3D digital human with AWS AI driven voice interface

Carbon Thumbprint

Belong's mobile AR marketing campaign for carbon offset internet services

Coles Little Shop 2

Mobile AR rhythm game app for Coles with characters for over 30 brands

Caydon Display Suite

Microsoft Surface app + Node JS networking for media casting

Domino's Pizza Chef

Unity 3D AR pizza configurator embedded in native mobile app

ANZ Breakpoint

Unity 3D + Microsoft Kinect installation

Hand of Fate Mobile

Unreleased Unity 3D mobile game

Honda Fuel Cell

Microsoft Surface multitouch table installation at LA Auto Show

Mazda Retail Hub

A 3D car configurator kiosk deployed across 100+ Mazda dealerships

ANZ Virtual Garden

An 11-metre generative garden inside ANZ's Martin Place flagship branch

Gameloft

JUL 2015 – OCT 2016

Game Designer, Software Engineer — *Zombie Anarchy (iOS, Android, Windows Store)*

- Designed quest, retention, and combat progression systems; produced UX mock-ups for core flows
- Integrated GameSWF with a custom C++ engine for Flash-based UI, built in ActionScript & C++
- Implemented UI across character selection, combat rewards, base building, and shop systems

Attract Mode Games

NOV 2013 – JUL 2014

Director / Co-Founder — *Tail Drift (iOS, Android, PC)*

- Grand prize winner of Unity's 'Flash in a Flash' competition (2012); seed funded via Right Pedal Accelerator to take the demo to full production
- Engineered core race-track editor, game modes, and vehicle upgrade systems
- Exhibited at IGDC San Francisco & PAX Australia; pivoted from premium to free-to-play post-launch

Defiant Development

OCT 2012 – DEC 2013

Software Engineer, Game Designer

- **Ben 10 Slammers:** designed and built a card game from paper prototype through digital multiplayer proof of concept, including custom tools for card design and automated playtesting
- **Ski Safari Adventure Time:** redesigned mechanics and art pipeline (3D to 2D), added 8 characters and 3 environments, and led a full UI rebuild including rewards and store systems

Creative Assembly

2008

Software Engineer, UI — *Stormrise*

- First job in the games industry: sole developer on the ActionScript/Scaleform UI for a real-time tactics title built for console rather than ported to one
- Left the studio a few months ahead of the March 2009 release

EDUCATION & ACADEMIA

Queensland University of Technology

JUL 2009 – JUL 2014

Sessional Academic, Researcher — *Lecturer & Tutor in Interaction Design and Game Design*

- Taught topics including aesthetics, narrative, emergent play, embodied media, visual communication, immersion, critical thinking, and visual design
- Co-authored several papers in game design fields
- Co-ordinated and curated community-building events for independent game developers in Brisbane

REFEREES

Available on request.

CAMERON OWEN – CREATIVE ENGINEER

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