

CAMILLE WOODTHORPE

IMMERSIVE SOFTWARE DEVELOPER /
SOFTWARE TEAM LEAD



Perth, Western Australia

EXPERIENCE

WAYWARD ASTRONAUT

Dec 2022 – Present

FOUNDER, SOLO DEVELOPER

Founder and Solo Developer of indie game studio Wayward Astronaut, developing 2.5D sci-fi adventure game These Starless Skies (funded by Screenwest and Screen Australia).

FIRST MODE

Sep 2021 – Aug 2024

SENIOR DESIGNER

First Mode is a creative engineering company designing and delivering resilient and reliable solutions for technology's most demanding frontiers, including decarbonisation and clean energy, planetary exploration, and sustainable transportation systems. As a member of the Human-Centred Design team, I focussed on the front end vision and the preservation of user-focussed design intent throughout a project's life cycle.

- Development of immersive 3D/VR applications, simulations and visualisations for the communication of complex designs, processes and scope
- Contributing to the Human Centered Design team's vision, strategy, standards and processes

WOODSIDE ENERGY

Jan 2020 – Sep 2021

TEAM LEAD (AUTOMATED & INTELLIGENT SYSTEMS)

Leading multiple Agile software teams in the Automated & Intelligent Systems department, which primarily focusses on the development of a digital twin platform incorporating software, IoT, data analytics and robotics.

- Agile Team Lead: Immersive technologies team (3D/XR) for digital twin software
- Agile Team Lead: Operations team for digital twin software
- Agile Team Lead: Team deploying pilot of digital twin for new customers
- Nexus team roadmapping and collaborative leadership
- Committee Member for the Woodside Developer Community
- Woodside representative for the AWS Dev/Cloud Alliance

WARPFORGE

Aug 2018 – Dec 2019

SOFTWARE DEPT. LEAD / ROBOTICS SIMULATIONS ANALYST

Perth-based advanced 3D manufacturing enterprise creating large-scale, IoT products using composite materials with industrial robots. Details under NDA.

- Software team management – including Unity/.NET Developers, Full Stack Developers, Backend/Data Engineers, Beckhoff PLC Engineers
- Reporting of company progress to Board of Directors and key stakeholders
- Liaising with mechanical engineering, production, electrical departments
- Unity/C# development, architecture, code review and standards/processes, primarily for real-time robotic control and safety programs, and interfaces with backend data pipeline
- Hands-on physical control and commissioning of robotics machine processes including 6 axis industrial Kuka robots and custom-built large scale (several tonnes) robots

ST JOHN AMBULANCE WA

Dec 2017 – Aug 2018

LEAD VR/AR DEVELOPER

Lead the technical development of a world-first, consumer VR training experience for the first aid industry, using cutting-edge VR and hand tracking technology. This experience was also cross-platform, built for deployment globally on mobile platforms.

**THEBROTH /
TAP SLOTS**

Aug 2016 – Dec 2017

UNITY GAMEPLAY ENGINEER

Frontend mobile game development using the Unity game engine. Key project was a mobile game (iOS, Android, Amazon) with thousands of daily active users. Was the Lead Gameplay Engineer for multiple core gameplay features (FTUE, Quests, Daily Rewards, Purchases, Stickers, Upgrades, Player Segmentation/Offers).

**SENTIENT
COMPUTING**

Jul 2010 – Aug 2016

3D SOFTWARE DEVELOPER

Technical development and project management, using the Unity game engine to create interactive 3D applications for use in training and inductions, simulations, remote operations and digital twins. Clients were primarily in the Mining & Resources industries, including Rio Tinto and Woodside.

CELL-MEDIA

Jan 2009 – Dec 2009

3D MODELLER

Creation of 3D models, animations and renders primarily for use in training and safety in the Mining & Resources industries.

QUALIFICATIONS

2008 – 2010

**Murdoch
University****BACHELOR OF SCIENCE**

Major: Games Software Design and Production

JUL 2016

**Unity
Technologies****UNITY CERTIFIED DEVELOPER**

License: 20167UCD768

First person in WA to hold this certification

SKILLS**NON-TECHNICAL**

Project Management (AGILE/Scrum), JIRA, Confluence, project scheduling/quoting/budgeting, customer liaison, public speaking (many presentations and lectures given to large audiences).

TECHNICAL

Hands-on: Unity, C#, VR/AR, GIT, 3ds Max, Photoshop, Premiere Pro, Blender, Aseprite, Figma, Miro, Unreal.
Management: cloud development (AWS), robotics (Kuka/Beckhoff), IoT

MEDIA, SPEAKING & VOLUNTEERING

- 2024: WA Games Industry Representative/Speaker for a [state media press conference alongside Minister David Templeman](#) (shown on Channel 7, Channel 9 and Channel 10 news)
- 2022 – 2024: Founder of [Level Her Up](#), a volunteer-run WA community dedicated to inspiring more women to try out game development via free workshops and game jams (supported by Screen Australia, Inspiring WA)
- 2022: Games Industry Guest Speaker for [SAE Perth](#) graduation ceremony
- 2022: Locknote Speaker for [DDD Perth](#) (WA software conference) in front of audience of almost 1000 people
- 2017 – 2021: Speaker at Female Coders Collective, Innovator's Tea Party, The Design Kids, SAE Institute, ACS (Australian Computer Society)/Microsoft, CoderDojo WA
- Regular mentor at Innovator's Tea Party (STEM for girls), mentor at CoderDojo WA and Women Game Jam
- Founding Committee Member of [Immerse Australia](#)

INTERESTS

Sci-fi and fantasy, boxing and krav maga, gym, technology and space, zombies, game development.