



Simon Nordon

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Simon was first introduced to design at 16, building mods for popular video games. Ever since he's aimed to learn as much as possible about interactive design, and worked on diverse projects from mobile, websites and virtual reality.

He stays up to date on the latest trends by attending Brisbane UX and game developer meetup groups.

In his spare time he's developing a Virtual Reality game in Unity for Steam VR and Oculus Platform.

Experience

Current: Freelance Web Design

Currently working with a local business client to redesign their website.

Feb 2018 - Oct 2020: Lead UI/UX Designer at Like A Photon Creative

As the lead designer for Like a photon I was responsible for the visual design of 2 shipped game titles, as well as many ongoing internal projects. I was also responsible for data analytics as well as investigating marketing to ensure UI redesigns where having a meaningful impact.

Some other responsibilities include;

- Creating data taxonomies to identify meaningful UX KPI's
- Developing new asset pipelines to produce content quickly and cheaply.
- Working with a diverse team of project managers, artist, developers and stake holders.

Jan 2017 - Feb 2018: Lead Visualisation Artist at Austek Play.

Worked as the lead visualisation artist at Austek Play. My role was to design Playgrounds to Australian standards, and then visualise those designs for customers. After redesigning the customer experience, revenue increased by 80% for that year.

2014 - 2020: Various Free Lancing

2020 I worked with Telstra Purple (formally Readify) over 2 weeks to help work on a web based VR Visualisation app made in Unity.

2019 I worked with Helimods to optimise Unity assets for use in AR applications such as HoloLens.

2014 - 2016 Worked with Evolve Scientific Recruitment to investigate the use of Virtual Reality technology in their OH&S induction process, including warehouse simulations.

Accolades

2016 Bachelor of Design (Honours)

Graduated with a bachelor of design with honours from QUT.

2013 Design Award QUT

Awarded to the student with the highest GPA in the cohort for design related subjects.

2016 Black Belt Yoshinkan Aikido

Internationally accredited Shodan ranking in Yoshinkan Aikido.

Programs & Languages



References

Nadines Bates, Chief Executive Officer at Like a Photon Creative.

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Steve Wilcox, Technical Director at Real Serious Games.

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Kym Volp, Director of Strategy at Evolve Scientific Recruitment

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