

Ionatán Biniamin Maghidman

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RMIT university graduate of games design working in motion graphics

Highly communicative person, with a cooperative personality, yet capable of independent work. Highly dedicated student with high scholar achievements. Willing to give all possible effort and a little more. Constantly looking for new challenges and always ready to help when needed. Extreme ease in relating to people of all age groups, from small children, to full grown adults. Very serious with deadlines and receiving instruction, being that on the remotely or in person.

KEY SKILLS

- Fluent in Portuguese, Spanish and English
- Team Working
- Adaptable to New Situations
- Serious with deadlines
- Relationship building
- Quick Learner
- Written and oral communication skills
- Following Protocols
- Creativity and innovation

Software Skills: Viz Artist - Autodesk Maya - Unity + C# - Game Maker Studio 2 + GML - Illustrator - Photoshop - Substance Painter - Adobe Aftereffects - Adobe Premiere - Reaper - Aseprite - Blender - GitHub Desktop - Sourcetree - Zbrush

EDUCATION

Glen Eira College

Victorian Certificate of Education
2017 - 2017

RMIT University

Bachelor of Design (Games)
2020 - 2022

Leibler Yavneh College

Victorian Certificate of Education
2018 - 2019

HOBBIES

- Playing and Composing Music
- Exercising
- Coding
- Drawing + Painting (Physical and Digital)
- Reading
- Video Editing
- Playing and Creating Videogames
- Playing Tabletop Games

ACADEMIC ACHIEVEMENTS

- **RMIT University**

Dean's List Award for excellence, critical inquiry, and collegiate teamwork on our group project, Lost in Train Station. Second Year University, 2021

- **Glen Eira College**

Eckersley's Art Award for Best Art
Student Year 10 of 2017

- **Leibler Yavneh College**

Leibler Yavneh's Award for Best Drama
Student Year 11 of 2018

WORK EXPERIENCE

- **Champion Data**

Motion graphics designer, creating and programming visuals for live sports broadcasting such as Footy, Netball, Golf, etc. (2022-Ongoing)

- **Mighty Serious**

120 hours of Internship involving the improvement of a training module for elderly care staff

- **Academy of Interactive Entertainment**

5 Days Placement with a Professional Game Development Team, Which Involved 3D Modeling, Animation, Programming and Game Design in 2017

- **SOS - Spirit of Shabbat**

Working as a carer for children aged 5 to 12 during prayer periods in religious Melbourne Synagogues for 2 years (2018-2019)

- **Dollar King**

Retail job involving constant face to face customer service and stock handling (2020-2021)

- **Mount Scopus Memorial College**

Working as a carer and teacher for children aged 5 to 9, teaching them about digital technology involving iPads (2020-2022)

- **Tutoring**

Teaching 1 on 1 classes about the basics of 3D modelling (2022 - 2022)

VOLUNTEER PLACEMENT

- **Yarra River Blitz**

Working alongside the Richmond Rowing Club and the Victorian Government by using kayaks in order to collect garbage and clean other impurities from the Yarra River

- **Australian Union of Jewish Students (AUJS)**

As the president of RMIT's AUJS, I organise events involving Jewish students in this and other universities all over Australia. (2021-2022)

REFEREES

- Provided upon request