

# Adam Russell Stone

information • new media • design

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2066

## Education and Training

Higher School Certificate 2003

2 unit Biology

2 unit English (Advanced)

1 unit English Extension 1

2 unit Information Processes and Technology

2 unit Mathematics

1 unit Mathematics Extension

2 unit Japanese Continuers

**UAI: 88.95**

Bachelor of Design Computing at University of Sydney 2007

Design Computing combines the creativity and practice of design with the skills and knowledge of a broad range of computing subjects. Design Computing provides students with the theoretical and practical knowledge for designing for and in both the physical and virtual worlds.

**Areas of study include:**

- **Data Modelling and Management.**
- **Graphic Design.**
- **Understanding Design and Cognition.**
- **3D/CAD Modelling and Animation.**
- **Collaborative Virtual Environment Design.**
- **Sound Design and Sonification.**
- **Software Development.**
- **Advanced Multimedia.**
- **Generative Design Systems.**
- **Information Visualisation Design.**
- **Human Computer Interaction.**
- **Principles of Marketing.**
- **Mobile Computing.**
- **Digital Video.**
- **Web Based Information System Design.**
- **Real Time 3D Multimedia.**

## Awards

University of Sydney, Faculty of Architecture, Dean's Honour List 2005.

Golden Key International Honour Society 2005.

## Past Academic Projects

The following is a listing of only a few academic projects I have completed. **More information and working models can be provided upon request.**

Collaborative Virtual Environments (2005)

**Tools used: Photoshop, HTML, CSS, PHP, MySQL.**

A group project entailing the development and implementation of a system which enhanced collaboration of students within the Architecture faculty's intranet. My group developed a sophisticated inter-

active art gallery, allowing users to communicate through virtual means.

Principles of 3D Animation (2006)

**Tools used: Photoshop, Maya, Premiere.**

A highly involved project where the final submission was a short animation (approx. 40 seconds). The focus was on bi-pedal character animation, hence effort was put towards mastering walk-cycles and object interaction.

Mobile Computing for The Developing World (2006)

**Tools used: Illustrator, MySQL, PHP, Flash.**

An individual project of great substance and relevance to real-world situations. Focusing on a developing Aboriginal community, Kowanyama, I developed a mobile phone application that bridges the gap between the youth and elders. The system allows users to communicate in relation to local issues and represents communication in the form of a dynamic Aboriginal art piece.

## Application Skillset

<b>Graphics &amp; Publishing</b>	Adobe Photoshop Adobe Illustrator Adobe InDesign
<b>Multimedia</b>	Macromedia Flash/Lite Macromedia Director Macromedia Dreamweaver Virtools Dev 3.0
<b>Sound/Video Editing</b>	Adobe Premiere Adobe Audition Final Cut Pro Digidesign ProTools Cycling 74's Max/MSP
<b>3D/CAD Modelling &amp; Animation</b>	Alias Maya Bently Microstation
<b>Programming</b>	Java HTML/XHTML/CSS PHP Javascript Actionscript (Flash) Lingo (Director)
<b>Data Management</b>	MySQL XML

## Employment History

Officeworks - Techworks department, Artarmon.  
December, 2003 - Current

**Referee:**

Andrew Mattes (Store Manager)

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