



**Senior Multimedia Developer** specializing in 3D simulation development. Experienced with all stages of 3D development including programming, 3D modeling, texturing and basic animation. Well versed in unity 3D C# & JavaScript, SQL, basic HTML & CSS.

# BOITUMELO JOY KGWARE

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## Software

- Unity 3D(C# & JavaScript)
- Blender 3D
- Substance painter
- Adobe photoshop
- Adobe Illustrator
- Adobe after effects
- Microsoft office

## Experience

01/2015 to date

### Unity 3D Developer

**Company Name: Simulated Training Solutions (STS3D)**

- Develop project concepts and maintain optimal workflow.
- Complete detailed programming and development of VR and AR applications.
- 3D modeling and texturing low poly game assets.
- Carry out quality assurance tests to discover errors and optimize usability.
- Responsible for training facilitators on how to use STS 3D simulations.

## Education

2011-2014

**National Diploma: Information Technology Multimedia -**  
**Tshwane University of Technology**

## References

References available on request