

Confident Multimedia Solutions Architect with an eye for engaging, interactive experiences. A dedicated professional with more than 18 years familiarity in coding, development, graphic design, photography, motion graphics and asset generation, providing stunning creations that meet budgetary requirements.

Work History

2013-09 -
Current

Multimedia Solutions Architect
Shine Interactive, Centurion, Gauteng

Multimedia Design

- Design and manipulation of UI graphics.
- Created UI/UX design style guide in support of interactive game products.
- Established and maintained productive professional working relationships.
- Provided high-quality results in a timely manner.
- Managed customer expectations with open consultations and frequent communication.
- Maintained consistent use of graphic imagery in UI/UX design.
- Consulted with clients to discuss preferences, styles, and ideas for commissions.
- Proficient in animation and motion graphics.
- Proficient in Graphic Design.
- Worked in the television industry.

Multimedia Development

- Designed and coded many products with Unity/C#.
- Designed and coded television game shows.
- Designed and coded mobile games.
- UI Design and implementation.
- Game mechanic integrations, ranging from simple mechanics to complex ecosystems.
- Good solid C# foundation.
- Good solid database design background.

Education

1997 - 1999

Graphic Design
Technicon Pretoria (TUT)

- 3 year graphic design.
- Did not complete studies due to the opportunity to work on the 99 General Elections. Designs on ballot boxes still used to this day.

2012

Game Development Course
Learn3D - Randburg

- 1 year course in Game Development.

General Online Education
Udemy.com and Lynda.com

- Various courses over the years keeping skills current and up to date.

Peter Furstenberg

Multimedia Solutions Architect

Personal Information

Address

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Email

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Linkedin

<https://linkedin.com/in/peterfurstenberg/>

Portfolio

<http://bit.ly/portfolio-pf>

Skills

Graphic design Excellent

3D Animation and Modelling Very Good

Animation and Motion Graphics Very Good

Game Design Very Good

Game Development (C#) Excellent

UX / UI Design Excellent

Audio / Sound Design Very Good

Photography Very Good

Videography / Video Editing Very Good

YouTube Channel Producer Very Good

Superb Eye for detail Excellent

LEGO® Serious Play Facilitator Good

Milestone Achievements

- 2004 - Present **SA Million Dollar Pigeon Race**
- Management system software (web based)
 - samdpr.com
- 2013 **Million Dollar Money Drop (SA / Nigeria)**
- Game Mechanic Programming
 - Integration with scales and trapdoors
 - shine.co.za/million-rand-money-drop/
- 2015 **SA's Got Talent – Buzzer System**
- Programmed buzzer system used on gameshow
 - Integration with lighting desk system
 - shine.co.za/sas-got-talent-buzzer-system/
- 2018 **Die Kliek, Season 5 – Best Game Show**
- Gameshow won SAFDA award
 - Programmed game mechanics
 - More than 15 tablets seamlessly controlled by server
 - shine.co.za/die-kliek/
- 2013 - Present **Blokaspaai**
- Afrikaans crossword app
 - Available on Google Play / Apple App Store
 - shine.co.za/blokaspaai/
- 2017 - 2019 **Fruit-Full**
- Full feature mobile game based on farming simulator
 - Available on Google Play / Apple App Store
 - shine.co.za/fruit-full/

References

BIGBrave®

Brett Lindsay

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<https://bigbrave.digital/>

SA Million Dollar Pigeon Race

Michael Holt

mdpr@mdpr.co.za +27 (82) 337-7920

<https://samdpr.com/>

Portfolios

PDF Portfolio (High Rez)

<http://bit.ly/portfolio-pf>

Online Portfolio

<http://www.shine.co.za>

Personal Page

<http://www.peterfurstenberg.com>

Photography

<http://blaze.photography/>

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Multimedia Solutions Architect

Software

Unity 3D Excellent

C# Coding Excellent

PHP / JavaScript / CSS Good

MySQL / sqlLite / Database Design Very Good

Maya Good

Blender Good

Photoshop / Illustrator / Indesign Excellent

After Effects Very Good

Premiere Pro Very Good

Audition Good

Figma Basic