



LUKE MCCARRON

Business development Professional

About Me

With a passion for game design, I am working toward specializing in combat systems and VR simulations. I aim to create immersive experiences that merge gameplay with practical learning. I aspire to share my knowledge with future professionals while exploring new ideas in VR and combat design.



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Broken Hill, NSW, Australia, 2880

Links

- [LinkedIn](#)
- [Portfolio](#)
- [Itch.io](#)

Skills

- Combat System Design
- Virtual Reality (VR) Development
- Strategic Leadership
- Applied Research and Analysis
- Problem Solving
- Prototyping and Iteration
- Learning Facilitation
- Curriculum Design
- 3D Content Creation
- Business Management
- Project Management
- Marketing and Digital Media
- Fitness & Martial Arts Instruction

Experience

Head Coach / Owner
Freestyle PROfit, Broken Hill
Jan 2016 - Present

- Managed client programs and business operations.
- Designed learning pathways for martial arts programs.
- Specialised in periodization and athlete development program design.

Community Rehabilitation Support Worker
Neami National, Broken Hill
Jan 2018 - Sep 2019

- Empowered clients through case management and community resource coordination.
- Facilitated coaching and group activities to support individuals with severe mental health challenges.

Environmental & Emergency Services Officer
CBH Resources Limited, Broken Hill
Aug 2011 - Dec 2015

- Managed emergency response systems, safety audits and health programs
- Environmental research, testing, analysis, reporting and community engagement

Education

Certificate IV in Training and Assessment (TAE40122)
Australian Institute of Management - Online
In Progress

Graduate Diploma in Management / Learning (BSB80120)
Academy of Interactive Entertainment - Online
Feb 2024 - Dec 2024

Advanced Diploma in Game Development (10702NAT)
Academy of Interactive Entertainment - Online
Jan 2023 - Dec 2023

Certificate IV Fitness (SIS40215)
Academy of Interactive Entertainment - Online
Jun 2018 - Dec 2018

Certificate III Business Administration Traineeship
TAFE NSW - Broken Hill
Jan 2001 - Dec 2001



LUKE MCCARRON

Business Professional

Software

- Unity Engine
- Unreal Engine
- Audacity
- Photoshop Suit
- Procreate
- Blender
- Microsoft Office Suite
- Sourcetree
- Perforce
- Trello
- Visual Studio
- OBS Studio
- Autodesk Maya
- GitLab

Projects

Operation Interstellar - VR Training Simulation Australian Federal Police, Canberra (Remote)

- Developed a client-focused VR simulation package with a team of 8 developers to enhance immersive learning. As a Game Designer, I contributed to game design documentation, prototyping mechanics, level layout creation, playtesting support, audio design, and cross-discipline team collaboration.
- [Project Link](#)

Deaths Grip - Production For Clients

- Designed engaging combat interactions focusing on melee ranged and area of effect (AOE) mechanics in a medieval setting and adjusted game balance based on user feedback.
- [Project Link](#)

Polygore: Dead City

- Conducted prototyping for reload timing, health systems, combat balance and survival mechanics in a first-person shooter (FPS).
- [Project Link](#)

Short Circuit Adventure

- Developed a 2D arcade-style platformer prototype as part of a C# programming fundamentals course for Unity. Gained skills in C# programming, Level Design, Player Feedback, and User Interface Design and implementation. Successfully deployed the project across multiple platforms, including PC, Android, WebGL, and Xbox Series X by converting my own machine into a development kit.
- [Project Link](#)

Referees

Available upon request.