Travis Iles

Game designer, 3D artist and animator

Toowong, Brisbane QLD

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Profile

Game design graduate from QUT who designs games and makes what goes in them: the models, the rigs and the animation. I build each game around one strong mechanic, test it with players and tune it from what they actually do. Looking for graduate or junior roles in game design, 3D art or animation, in Brisbane or remote.

Skills

Design	Core mechanics and loops, level and space layout, progression, playtesting and tuning, game jams
3D and animation	Blender, Maya, ZBrush, Substance Painter, low-poly and stylised modelling, rigging, character and first-person animation
Engines	Unity (Animator, blend trees, NavMesh, shaders, C#), Unreal Engine
Tools	Git, Adobe Creative Suite, TypeScript, React, Next.js

Selected projects

Haunted Brew Cosy café game, Comfy Jam Autumn 2026 — 2026

Solo, made in two weeks. Unity, Blender

- Designed a table-service café around the jam theme "Things Change When You Look Away": customers swap seats while they're off-screen, so remembering who ordered what becomes the game.
- Kept the mechanic fair by counting only seats fully out of view, and laid out the room so no single spot can watch every table.
- Modelled, rigged and animated three customers on a shared rig, plus every prop, in a toon-shaded paper-outline style.

Trash Pandas Co-op stealth comedy, in development — 2026

Solo. Unity, Blender

- Designing a one to four player raid on a sleeping suburb, with a noise system where every sound shows as a ripple and characters react only to what they could hear.
- Modelled the whole game in chunky low-poly on a single palette texture, and rigged and animated the raccoon's running, climbing, carrying and throwing.

Treachery Retro horror wave shooter — 2025 to 2026

Solo. Unity, Blender

- Designed wave-based arcade combat with distinct enemy types and soul-based upgrades between waves, in a PS1-style look.
- Modelled and animated all 22 weapons, enemies and props, with idle, fire, reload and draw animations for every gun.

Electrical Safety Training Simulation QUT capstone for Energy Queensland — 2022

Animator and gameplay programmer, team of four. Graded High Distinction

- Animated the tools, such as fuse pullers and multimeters, and built the touch interactions for a step-by-step low-voltage isolation procedure.

Experience

STEM Educator STEAM Powered Education, Brisbane (casual) — Feb 2026 to Apr 2026

- Ran robotics, coding and technology workshops for students aged 5 to 15, explaining technical ideas to non-technical audiences.

Hospitality and retail Montague Hotel, Shafston Hotel, Toll IPEC, Super Retro — 2019 to present

Casual work alongside a full-time degree, including repairing retro gaming hardware at Super Retro.

Education

Bachelor of Games and Interactive Environments Game Design major, QUT — Graduated Aug 2025

Achievements and licences

- Commended by a Gameloft representative for the quality of a personal game project. Gold medal, long jump, Australian Junior Championships.
- Blue Card (QLD), RSA and RSG, open manual driver's licence with own car.