

Simon Harrison

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PROFILE

I'm a digital producer and creative technologist with almost thirty years across game development, large-scale interactive installations, and XR/simulation production. I've led teams that ship, from a number-one console game to a nine-person multidisciplinary studio at QUT's Cube to VR training deployed across BHP's mine and rail sites. More recently I've been pairing that production discipline with hands-on, AI-assisted building, directing solo technical projects through to real, working software. I'm currently exploring what's next.

SKILLS & CAPABILITIES

Leadership & Team Building

I've led teams of up to nine through multi-year programs with zero attrition, including a full pivot to remote delivery during COVID. I mentor designers, animators, developers and producers.

XR & Interactive Production

I've produced VR training deployed to real mine and rail sites, and large-scale interactive installations used by hundreds of thousands of visitors (DinoZoo, Living Reef, Robot Factory, The Sphere).

Creative & Games Industry Craft

Three decades of shipped commercial products under real market pressure, including Re-Volt, which I co-created and lead-designed, number one on console and App Store charts.

Stakeholder & Program Delivery

I've run complex, multi-site stakeholder pipelines (WA, Hong Kong, NSW, Brisbane), including regulated, high-stakes approval processes.

AI-Assisted Building & Technical Direction

I design and direct AI-assisted software builds, from a virtual SME knowledge system in production use to solo full-stack apps and a real-time DSP/WebGL project, architecting and debugging the work myself with AI tools doing a lot of the implementation.

Agile & Process

Certified Scrum Master. I run sprint planning, retrospectives and backlog grooming as standard practice, shipping 10+ VR projects to production.

EMPLOYMENT

2021 – Present **Senior XR Producer** Real Serious Games, Brisbane

I designed and embedded a virtual SME AI knowledge base into daily production. I use AI tools throughout production workflows. On joining, I diagnosed why the team's Scrum adoption wasn't working and rebuilt sprint planning and backlog grooming to fix it.

2018 – 2021 **Cube Studio Manager** Queensland University of Technology, Brisbane

I managed the world's largest digital interactive education space, leading a multidisciplinary team of nine through eight concurrent digital products and five infrastructure upgrades, on an approximate \$3M annual budget. My team remained completely unchanged for the full three-year tenure, including through a full pivot to remote delivery during COVID.

2014 – 2018 **Digital Interactive Designer, Cube Studio** Queensland University of Technology, Brisbane

I delivered eight large-scale interactive projects end to end. I pioneered accessibility and inclusive design guidelines later adopted across QUT's wider digital estate.

1995 – 2014

Senior Artist → Lead Designer Real Serious Games / THQ / Acclaim / King of the Jungle

Three decades shipping commercial products under real market and deadline pressure, including Re-Volt (Acclaim, 1999), which I co-created and lead-designed, number one on console and App Store charts.

INDEPENDENT PROJECTS

I designed, built and deployed three full-stack web applications solo, JiffySprint, KerbQuest (in active field use), and UATastic. Most recently I directed Vizutimbre, a real-time, browser-based music visualiser that maps live audio's timbre onto a 3D trail using custom DSP and streaming PCA, work I architected and debugged myself, built with heavy AI (Claude) assistance on implementation.

EDUCATION & PROFESSIONAL DEVELOPMENT

BA (Hons) Games Design, University of Central Lancashire, First Class with Distinction
Certified Scrum Master

REFEREES

Kannaki Barua — Current Manager, Real Serious Games | Kannaki.Barua@realseriousgames.com
Sean Druitt — Former Manager | sdruitt@screenqld.com.au