




Wayne Petzler

Software Engineer / Designer

 Sydney, Australia
 wpetzler@gmail.com
 waynetron.com/portfolio

Professional experience

Canva

June 2021 - present

Frontend engineer

Working on several features within the Canva product. Including Presentations, Flowcharts and Magic Design.

Playground XYZ

Feb 2021 - June 2021

Creative technologist

Prototyping internal Android app that utilised eye tracking for focus testing.

Nearmap

Dec 2016 - June 2021

Software Engineer, Team Lead

Working within the Apps team on the development of the new MapBrowser product.

Developing user facing features with React + Redux and modern Javascript.

Shiny Things

Feb 2012 - Sep 2016

Senior UI / UX Designer

Lead designer for native iOS games.

Games include: Quick Math, Quick Math+, Quick Math Jr, Shiny Circus, Quick Clocks, Pocket Words, Match Blitz and Tinker Town [unreleased].

Also oversaw the design of Quick Fractions and Shiny Bakery.

Amblique

Aug 2008 - Jan 2012

Web Designer / Developer

Design of E-Commerce / CMS driven websites and mobile sites.

Front end development.

Flash development.

Southern Cross

Aug 2007 - July 2008

Web Designer / Developer

Web design & development for various Southern Cross projects.

Communiqué

June 2006 - Aug 2007

Multimedia Designer

Flash games development.

Web design and development.

Project presentations / tenders.

Education

UNSW

Graduate Certificate in Computing [2014].

Award, Sydney

Award School [2013].

Silicon Graphics Centre, Sydney

3d Animation and Digital Effects [2003].

Character Design and Animation [2002].

Hunter St Tafe, Newcastle

Cert IV Digital Arts and Media [2001].

Skills

Design

Art Direction.

UX / UI / visual design.

Game design.

Coding

Typescript

C# - Unity.

Haxe and LUA.

Art

Illustration.

Animation - Maya, Flash, After Effects, Unity