



CV - Garth Vidler

Director - Shifting Games Pty Ltd.

online portfolio - <https://shorturl.at/ROb4P>

I am a game designer, programmer and artist with interests in the power of interactive experiences to bring people together and to make a positive addition to our lives. I have completed a Bachelor of Interactive Entertainment majoring in Animation at Qantm College and since then have endeavoured to use interactive experiences and art to create positive impact. I am an enthusiastic visionary, bold in the face of a challenge, and believe strongly in adding value to the lives of others including my colleagues.

Key skills | Area of expertise

- User Experience
- Graphic Design
- Game Design
- Illustration
- Programming C#
- 3D Modeling
- Project Timelines
- Budgeting

Key skills | Area of expertise

- Bachelor of Interactive Entertainment - QANTM College, Brisbane
- Trade Certificate - Signwriting
- Ongoing professional development in Management, Digital Workflows, Creative Industries

Professional Experience

Director, Producer, Game Designer, Artist, Shifting Games, Nov 2025 - Current

Since mid 2025 I have been working with James Callaway on our game project Robots Don't Drift. Beginning with a thorough market analysis and collaborative development and definition of our game design, we have worked tirelessly to bring the creative vision to life. Since November 2025 I have been full time in the role, incorporating the company and continuing to drive our pre production efforts, setting up the team for future success. The collaboration has seen the development of a strong game design incorporating art style definition, interactivity maps, progression details all meeting the needs of a robust business case based on market analysis and positioning.

I am working on several other collaborations looking forward into 2027 and beyond including Post Production and Publishing of EconoTales and in the research and ideation phase of a yet to be titled Survival Crafting game featuring indigenous flora and fauna in collaboration with local indigenous leaders.

I am committed to a future in Game Development and have made huge sacrifices to dedicate my working week toward my creative visions. I continue to work on funding opportunities, development of original characters, stories and meaningful projects. I have no doubt that in time, I will find sustainability for a small but effective team of dedicated individuals who share my goal of making games that uplift and connect.

Bid Coordinator, Duratec, May 2025 - Nov 2025

A slight misstep, but exciting nevertheless, this role was again in tendering, and facilitated my part time work on Shifting Games in 2025.

Estimating Manager, Complex Co, May-2023 - Apr-2025

Primarily a marketing and management position, I successfully wrote and secured multimillion dollar contracts in the civil engineering space.

Contracts Administrator, Strine Environments, 2022 - 2023

A largely management role for an exceptional cause, Strine Homes builds some of the most eco friendly houses available in Australia.

Founder, Metascape, 2020 - 2022

An ambitious effort to use 3D and photogrammetry to reinvent the landscape architecture field.

Estimator, Screenmakers, Jan-2018 - Sept-2020

My first role in management of creative works, clients included the EPSDD, AWM, NPGA, NMA and many more significant ACT entities.

Graphic Designer, Trivision, - Feb 2015 - June 2017

More multinational design work primarily for the airport retail and cosmetics brands.

Draftsman, Albert Smith Group, 2010 - 2013

A major design job working on commercial art across Australia primarily for multinationals such as Kmart, Caltex, Pizza Hut and many more.

Founder, Shoplicity, 2007 - 2010

My efforts to use technology to fight multinational power, greatly affecting change and supporting local businesses with access to online visibility.

Quality Assurance / Artist, Auran, 2006 - 2007

I gained a critical major credit as an artist on a multimillion dollar PVP MMO called Fury.

Bachelor of Interactive Entertainment, QANTM, 2003 - 2006

A basis for future projects, I broadened my understanding of the games industry and professional digital art.

Apprentice Signwriter, Shannon Signs, 1998 - 2003

I completed a full trade certificate in what was at the time mostly hand painting, graphic design and bespoke branding fabrications.

Referees

On Request

Major Project Credits

