

EDMUND JAMES WEIR

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Qualifications:

Master of Urban Planning, University of Melbourne & the University of Illinois Urbana-Champaign (UIUC), USA

Completed in 2016 with Second-Class Honours (75.3%) & a GPA of 3.55;

Bachelor of Environments, University of Melbourne

Completed in 2013 majoring in Urban Design & Planning,

Experience:

Developer & Co-Founder, Descendants Of Earth

July 2019 – Present

Descendants of Earth is the first game in the world to merge real environmental action with rich art, narrative, and 3D gameplay. I am the technical and artistic lead, where I write briefs and create concept artwork for our artists and manage development in Unity 3D.

Owner & Operator, Home Temple Handyman & Gardening

January 2024 - Present

Home Temple is where I play Descendants of Earth (since every task can be seen as a regenerative action!) and earn additional income to support our primary development aims while improving my fitness outdoors.

Town Planner, Manningham City Council

May, 2018 - February 2019

I held several responsibilities in the Planning department at Manningham, including permit processing, fielding planning enquiries from developers and the public, managing data systems and report writing.

Shop Assistant, TinkerMill Makerspace

April, 2017 - October, 2017

Whilst living in Colorado, USA I worked at the TinkerMill Makerspace in the Welding Shop. I assisted with makerspace administration, tool management, bookings, replacing gas cylinders and ordering new parts and learnt to weld.

Manager, 2Bisq Internet Cafe

September, 2013 - December, 2014

I served as duty manager at the legendary 2BisQ Internet Café in Hawthorn, VIC for over a year in the final year of my undergraduate degree. I was generally the only employee on duty so I held a broad range of responsibilities. These included: building computers, stopping glitches,

answering the phones, updating software, cleaning, schooling young punks in the art of war, and locking up. Good times!

Supervisor and Cashier, Coles

September, 2007 - October, 2015

My time as a cashier involved extensive interaction with the public, cash handling, conflict resolution, checkout supervision, theft prevention, and store closure.

Projects:

- Project: *Masters Thesis*
- Topic: Understanding the public perception of driverless metro systems in Sydney and London through analysis of online media discourse
- Overview: I investigated the public discourse surrounding proposed driverless metro systems in London and Sydney by employing a content analysis of over 2100 statements authored by the public on online news articles that relate to the two projects. It demonstrated how the two proposals are discussed by the public preceding implementation, their main areas of concern, and factors influencing public opinion.
- Key Findings: Union strikes on the London Underground improved opinion of driverless metro systems significantly, arguments against driverless systems were largely employment and safety based, with particular concern relating to assistance in the event of an emergency.
- Grade: 75% (second-class honours)
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- Project: *Integrated Environmental Management Strategy for the Fisherman's Bend Precinct*
- Subject: Urban Environmental Policy and Planning
- Overview: Focused on rethinking and internalising urban metabolism processes within the precinct, particularly with regard to water and waste management and energy production.
- Grade: 85% (first-class honours)

Achievements:

Scholastic scholarship to St Kevins College (2003)

Dux of Visual Communication & Design, St Kevins College (2008)

Organised and led 6 public debates between the rival Planning departments of the University of Melbourne and RMIT (2016)

Entrance into SMART Program at The Arcade for emerging game makers (2022)

Recipient of Pre-Production funding from VicScreen's Victorian Production Fund for Descendants of Earth (2023)

References available upon request.