

Paris BUTTFIELD-ADDISON

ADDRESS: PO Box 3030, West Hobart 7000, Tasmania, Australia

PHONE: +61 487 173 668

EMAIL: paris@paris.id.au

WEB: <http://paris.id.au>

EMPLOYMENT

- Current - 2012** | **Producer/Co-founder at SECRET LAB PTY. LTD., Tasmania, Australia**
Game Design and Development
Building games and mobile software for clients around the world. Secret Lab is best known for our award-winning Australian Broadcasting Corporation *Play School Play Time* and *Art Maker* games, the Qantas *Joey Playbox* games, the National Museum of Australia *Museum Game*, and our work on the hit independent video game *Night in the Woods*. We've also built award-winning apps, including for National Science Week, the CSIRO, the Port Arthur Historic Sites, and ABC cooking shows, and ABC Good Game.
- Current - 2011** | **Author/Trainer at O'REILLY MEDIA, INC., Sebastopol, CA, USA**
Writing on, and teaching mobile software and game design/development
Writing books on mobile software development, game design, and astrophysics. More than twenty books so far, covering everything from video game development, with the brand-new *Mobile Game Development with Unity*, to Apple's new programming language, with *Learning Swift, 3rd Edition*, to space and astrophysics, with *The Kerbal Player's Guide*. Many of my books have been translated into multiple languages and reprinted multiple times.
- 2012 - 2009** | **Product Manager at MEEBO, INC., San Francisco, CA, USA**
Product and user-experience design, team leadership
Lead the mobile software team in the design and creation of one of the most popular instant messaging and chat clients in the world. Helped grow the product that ultimately had tens of millions of users. Meebo was acquired by Google in June 2012.
- 2011 - 2009** | **Author at JOHN WILEY & SONS, INC., Hoboken, NJ, USA**
Writing on, and teaching mobile software and game design/development
Wrote two books in the bestselling *For Dummies* series: *iPhone and iPad Game Development for Dummies* and *Unity Mobile Game Development for Dummies*.
- 2009 - 2008** | **Partner at SECRET LAB, Tasmania, Australia**
Founded a three-person team of mobile game developers, and released one of the first games (as well as one of the first apps in general) on the Apple iTunes App Store for the (then) brand-new iPhone.
- 2008 - 2003** | **Sole Proprietor at ITHINKITWORKS, Tasmania, Australia**
Served small- to medium-business with custom software development and software consulting services, with a focus on implementing open source technologies including Qt and GTK+.

VOLUNTEER

- CURRENT - Executive Member at APPLE UNIVERSITY CONSORTIUM (AUC)
2014 The AUC exists to help support the use of new and emerging Apple technologies in higher-education and the community. On the AUC executive my primary role is to organise the annual /dev/world conference, which takes place in Melbourne, and is Australia/New Zealand's longest-running Apple software development event.
- CURRENT - Board Member at AUSTRALIAN COMPUTER SOCIETY (ACS)
2009 I help with student and younger member outreach on the board of the ACS.
- 2010 - Board Member at THE UTAS COMPUTING SOCIETY (TUCS)
2007 I was on the executive of TUCS for several years, facilitating the activities of the society and helping secure international and national speakers for our monthly speaker programme. I was a regular board member, the board secretary, the vice president, and a regular board member, respectively.

EDUCATION

- 2012 Doctor of Philosophy in COMPUTING
University of Tasmania, Australia
Thesis: "Understanding and supporting PIM across multiple platforms"
Supervisors: Professor Christopher LUEG *and* Associate Professor Leonie ELLIS
- 2008 Bachelor of Computing with FIRST CLASS HONOURS
University of Tasmania, Australia
Thesis: "Exploring Personal Information Management with RFID"
Supervisor: Prof. Christopher LUEG
- 2007 Bachelor of Arts-Bachelor of Computing
University of Tasmania, Australia
Majoring in Medieval and Modern History
- 2003 Tasmanian Certificate of Education
The Hutchins School, Australia

AWARDS AND SCHOLARSHIPS (SELECTED)

- 2016 ACS Gold Disruptor Award
2016 iAward for Mobility Innovation of the Year
2014 AIMIA Awards for Best of Tablet and Best of Tablet Entertainment
2014 TasICT Award for Best ICT Solution
2014 GoSouth Award for Best App
2013 TasICT Award for Best Software Product
2010 Jointly awarded the Pearcey Award with business partner, Jon Manning
2010 TasICT Award for Excellence in Digital Media
2010 TasICT Award for Export Success
2010 TasICT President's Award for Excellence
2009 Australian Postgraduate Award (APA) Scholarship for PhD studies
2008 AUC Honours Scholarship
2008 AUC Student Developer Scholarship

See website for complete list: <https://blog.paris.id.au/about/>

BOOKS (SELECTED)

- 2017 Mobile Game Development with Unity. O'Reilly Media.
- 2017 Learning Swift Second Edition. O'Reilly Media.
- 2017 Kerbal Space Program. O'Reilly Media.
- 2016 Learning Swift First Edition. O'Reilly Media.
- 2016 Swift Development for the Apple Watch. O'Reilly Media.
- 2015 iOS Swift Game Development Cookbook. O'Reilly Media.
- 2014 Swift Development with Cocoa. O'Reilly Media.
- 2014 iOS Game Development Cookbook. O'Reilly Media.
- 2014 Learning Cocoa with Objective-C Fourth Edition. O'Reilly Media.
- 2012 Learning Cocoa With Objective-C Third Edition. O'Reilly Media.
- 2010 iPhone and iPad Game Development For Dummies. John Wiley & Sons.

See website for complete list: <https://blog.paris.id.au/writing/>

INTERESTS AND ACTIVITIES

Technology, Open-Source, Programming
Photography, user-experience design, ubiquitous computing
Travel, musicals, science-fiction.