

DAVID PHILLIPS

Aquatic ecologist · Game-design educator · Sound designer

ecoLogic arts | Project lead, Galaxias

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Profile

Aquatic ecologist, game-design educator and sound designer developing Galaxias. My practice combines direct work with dwarf galaxias and aquatic invertebrates, leadership of multidisciplinary ecological projects, scientific software development and electronic music built from field recordings. I bring this experience to creative direction and prototyping while developing the specialist skills needed for game production.

Selected creative, technical & project experience

Galaxias — creative direction & prototyping

ecoLogic arts | 2026–present

Direct the ecological interpretation, movement and sensory experiments, sound design and iterative testing of an AI-assisted browser prototype, including swimming, habitat interactions and panoramic dragonfly vision.

Aquatic ecology & technical project delivery

Government, consulting & independent practice | 2004–2015

Worked extensively with dwarf galaxias at Biosis and designed and managed macroinvertebrate studies. Led the aquatic ecology division at Ecology and Heritage Partners, including national scientific and business development and six-figure multidisciplinary projects.

Independently conceived and implemented an ArcGIS, SQL and Python tool to assess every land parcel in south-east Queensland for koala development risk, saving more than a year of projected manual analysis.

Designed scientific data-capture, database and analysis applications, including remote field-data systems and user interfaces.

Electronic music & sound design

Independent practice / Sub Continental Dub | 2005–2010

Produced three vinyl releases on international labels; founded Sub Continental Dub and produced work by local artists. Used field recordings of water and vegetation as percussion and texture. Two tracks received BBC Radio 1 airplay; original material featured in Triple J DJ mixes.

Developed a distinctive live performance setup and performed at clubs and outdoor festivals around Australia.

Game-design & technology education

Baimbridge College, 2018 | Padua College, 2020–present

Teach project-based game design, from ideation and pseudocode to planning, versioning, playtesting and presentation. Guided students preparing games for the Australian STEM Video Game Challenge.

Experience includes GameMaker at Padua and AIE-linked Unity, Unreal and Autodesk Maya teaching at Baimbridge, preparing students for Certificate II and III animation and game-development pathways.

Career record & selected work

Employment history

Padua College 2020–present

Technology and Design Teacher — project-based game design, programming, 3D design, IT and science.

Baimbridge College, Hamilton 2018

Biology and Science Teacher — senior biology, game design and 3D design; AIE-linked preparation using Unity, Unreal and Autodesk Maya.

Kaniva College, Kaniva 2016–2017

Biology, Agriculture and Science Teacher — Teach for Australia associate, 2016 cohort. Taught VCE Biology; Year 7, middle-school and VCE Agriculture; and Year 7 Science.

Ecology and Heritage Partners 2013–2015

Principal Aquatic Ecologist — led the aquatic division nationally, including scientific and business development, marketing and multidisciplinary project delivery; supported GIS integration.

Self-employed 2013

Database design and Statistics Consultant — developed data-capture and management solutions for scientific consultancies in NSW and Victoria; advised on ecological study design and analysis.

Biosis 2010–2013

Senior Aquatic Ecologist — aquatic and marine consulting, dwarf galaxias work, macroinvertebrate studies, statistical analysis, data management and application design.

Department of Resource Management 2009–2010

Senior Conservation Officer — Queensland threatened-species planning and Koala Crisis Response Unit work. Streamlined assessments and developed and implemented state planning policy with the Minister's office.

Department of Primary Industries 2004–2009

Science Officer — shark and ray fisheries research: benthic fauna and stomach-content analysis, fish ageing, growth modelling, multivariate analysis, acoustic tracking, data management and marine/estuarine fieldwork.

Selected performance & broadcast credits

Live performance: Rainbow Serpent, Peats Ridge Festival, Ostara, Materia, Folk Rhythm and Life, and several Queensland underground outdoor events.

Broadcasts: two tracks on BBC Radio 1; original material in triple j DJ mixes; interview and profile segment on 3RRR; numerous international radio play.

Technical practice

Scientific systems: ArcGIS, SQL, Python, R, SAS, ecological statistics, databases and field-data application design.

Teaching: GameMaker, Unity, Unreal, Autodesk Maya, Fusion and Blender.

Developing: production-level Unity practice for Galaxias.

Supporting material

Galaxias project documentation, concept demonstration video, and selected music production and sound-design examples accompany this application.