

Finlèy Cameron - Project Manager | Producer | Academic

Currently: Games Coordinator | Screen Queensland

Finlèy Cameron is the Coordinator for Games and The SQ Hub at Screen Queensland, where she plays a key role in supporting and delivering a range of strategic initiatives. Her work includes overseeing Games Grants, the Digital Games Incentive, internship programs, and the newly launched Sunshine Coast edition of the *Season of the Dev* Games Festival.

Finlèy is also the Creator and Manager of Screen Queensland's highly regarded Games Residency Program, now in its third year, which has supported 48 emerging and established developers through tailored mentorship, networking, and career development opportunities.

Beyond her work at Screen Queensland, Finlèy is a guest lecturer in Video Game Design and Production at the University of the Sunshine Coast. Previously, she worked as a producer at Toast VR, the studio behind *Richie's Plank Experience*, contributing to their latest title, *Max Mustard*.

Notable Achievements – *Max Mustard*:

- Ranked #1 on the Meta Quest Store
- Top-selling title on Meta
- Maintained a 5-star rating on Meta
- Awarded *Excellence in Mixed Reality* at the Australian Game Developer Awards