

Profile

I'm a **graduate video game designer**, carving my path into the industry through hard graft spent setting up an independent studio.

I'm an **organised and motivated team player**, with experience earned through a variety of collaborative projects.

I'm a **keen learner**, inspired by academia with a designer's urge to understand the philosophy and processes behind everyday things.

I'm also a **thorough worker** with a positive attitude, an eye for detail and a penchant for tidiness.

Skills

I specialise in writing design documentation for video games, but I practice these skills wherever I can:

- Written communication
- Graphic design
- Visual and textual research
- Team leadership
- Co-ordinating the flow of ideas



University

Computer Games Design BA (hons)

University of Huddersfield, West Yorkshire

I graduated from this three-year sandwich course with second-class honours. My final year's study included a dissertation on **education through interactive tutorials**, and the design and development of an Xbox Live Arcade demo. I acted as **lead designer** on this project, gathering useful resources and taking active responsibility for our design documentation.

Experience

I worked in retail before joining university, and I have occasionally freelanced in web and graphic design since then. I've volunteered for a number of start-up projects to develop online interactive media, including cross-platform communities and web games. Details of these and my personal projects may be found at my website.

Blue Demon Studio

Startup games studio | July 2010 - present

I'm a co-founder in this 'indie' startup, and have designed all its projects to date. We're currently working on a geo-location game for Android mobile, with a web-based RTS and a business simulation also in early development.

I'm also involved in the business side of our enterprise, having set myself to managing our volunteers and forming our online communities.

Kempshott Conservation Group

Local volunteer work | August 2011 - present

I've recently helped a number of local conservation and charity to groups form a web presence, and to improve the ways they communicate with each other by utilising social media.

Extropia

Online community | October 2006 - March 2010

I co-founded this sci-fi themed community and worked as lead designer, organising tutorials and creative resources for its virtual residents.

Other Education

Queen Mary's College

Basingstoke | 2003 - 2005

- Three 'A' levels in **computing** (C), **media studies** (B) and **graphic design** (D);
- 'AS'-level education in **German** and **maths**;
- Contributed games reviews to the student magazine in my final year.

Brighton Hill Community College

Basingstoke | 1998 - 2003

- Nine GCSE passes (at B or above) in courses including **German**, **French**, **drama** and **graphic design**;
- Key Skills level 2 in **ICT**;
- Represented my school at local quizzes.

Hobbies & Interests

I've enjoyed **interactive media** from an early age, and I try to attend a variety of conferences and conventions. I attended E3 in 2006, and visited the Games+Learning+Society conference in Wisconsin, USA in 2009. I enjoy **academia**, and I try to keep up with research being done into games and online media.

Game design was a key hobby of mine before joining university, and I've been practicing it for fun ever since. I particularly enjoy **cartography**, drawn digitally or with traditional media.

I've a college background in **graphic design**, which afforded me the opportunity to study and practice pixel and vector art forms in particular. I also practice **web design** for fun and in my project work, focusing mainly on graphic layouts and CSS templates.

Finally, I enjoy **fashion** and **science fiction**; I dabble in a number of themed communities, online and amongst my circle of friends. I particularly enjoy **retrofuturism**, and have often expressed my passion for this aesthetic in my creative projects.