

## SOCIAL

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## PROFILE

An enthusiastic and ambitious Game Design student who has gone above and beyond the scope of his games course. Looking for practical industry experience and to make tangible impacts on products for publication. Equipped with a strong grasp of design documentation skills and prototype iteration. Passionate to learn from leading industry experts, and work closely in small or large teams.

## TECHNICAL SKILLS

- Unity Engine
- Unreal Engine
- Blueprints
- C# Programming
- 3DS Max
- Adobe Photoshop
- Jira
- Google Docs, Sheets, and Slides
- Twine

## RELEVANT EXPERIENCE

### Global Game Jam 2023

Jan 30th 2023– Feb 5th 2023

#### Lead Designer and Writer

Responsible for designing the premise and game mechanics of our murder mystery point-and-click adventure, *Per Tempus*. Also in charge of creating a branching path narrative with multiple endings, as well as all character dialogue and object descriptions. Took a leadership role and ensured completion with the 7 day timeframe.

### World of Darkness Game Jam

20th Nov 2022 - 2nd Dec 2022

#### Lead Programmer and QA Tester

Learnt to use TyranoScript to create an interactive graphic novel, *NULLIFIDIAN*, with a complex branching-path structure and in-depth dialogue trees. Ensured all versions of the game were up to date, functional and compatible on PC and mobile. Designed a full UI system for the game and blocked all the character models.

### Game Maker's Toolkit Game Jam

14th-16th July 2022

#### Level Designer and Producer

Responsible for whiteboxing levels, scenery mapping, and environmental design in our dice themed puzzle-platformer, *Dice Druid*. Also in charge of ensuring that development goals were met on time and that the project stayed on course with the original vision.

### Global Game Jam 2022

Jan 20th 2022 – Jan 30th 2022

#### Lead QA Tester and Writer

In charge of bug testing and verifying quality of our open world SNES-style RPG entry *Distant Shores*. Also in charge of writing the narrative arc of the plot, character designs and NPC scripts. Was responsible for managing a team of 7 participants and ensuring that the project was completed within the short timeframe

### Spelkollektivet Workshop

Nov 8th 2021

#### Workshop Participant / Student Host

Took part in the Spelkollektivet workshop at UAL with Christoffer Cederholm, Lenne Kunnap and Diogo Cunha on how to become a game developer, the importance of project management skills, and the challenges of publishing indie game titles. Tasked with helping to host the speakers and to set up for their presentations.

## EDUCATION

### Games Design BA – London College of Communication

2021 - Present

● Predicted High 2:i

### Joint Honours Philosophy and Theology BA – Durham University

2015 - 2018

● 2:i (69%)

### A Levels – Tonbridge School

2010 - 2015

● A\* English  
A\* RS  
A History

### GCSE's - Tonbridge School

2010-2015

● 8 A\*, 1 A

## EMPLOYMENT

### Private Tutor and Educational Consultant - Pembroke Tutors Ltd. (2018 - Present)

Taught English, Maths, History, Politics, Philosophy, Theology, French, Latin, Reasoning Skills and Interview Preparation to all ages between 8-21+. Have worked with disabled students with ADHD, ADD, Autism, Dyslexia, Dyscalculia and Aspergers, as well as having an up-to-date DBS Check Certificate. Gained several years of experience in this client-facing role, meaning I am both comfortable and proficient in client communications and sales.

### Trainee Mechanic - Miles Garage (Jul - Aug 2015)

Was taught how to perform very technical tasks in a short timeframe and how to follow instructions closely. Gained experience working closely with others in a team environment and effective communication skills.