

Graduate game designer based in London, interested in mechanics driven narratives and distilling complex systems into playful interactions.

Work Experience **State Of Play Unity Generalist**

August - December 2019

I worked as a freelance Unity generalist at an independent games studio, where I supported a small team of developers.

Achievements

- Integrated motion-capture animations into the Unity game engine.
- Accurately logged large quantities of audio timing data into spreadsheets.
- Trimmed animation and audio clips to specified time frames.
- Implemented animation triggers to sync with dialogue.
- Tested dialogue and animation events at runtime.
- Participated in daily stand-ups to inform the team about my current progress and any potential blocks to the project.

September 2017

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December 2019

University Of The Arts London Student Ambassador

Achievements

- Visited further education colleges to encourage students to explore career paths within the creative industries.
- Delivered group and one-on-one tours during open days.
- Assisted in delivering course taster sessions to potential students.

Selected Projects **Project Madison (Collab) Co-Designer, Programmer, Artist**

March - May 2019

1960's office revenge simulator combining narrative with multi-layered systems.

*Featured on bit.ly/rockpapershotgunreview in June 2019.

- Co-designed systems and environmental puzzles.
- Programmed core gameplay, inventory, crafting, and UI.
- Designed and implemented UI and art inspired by research on 1950s/60s design.

July - December 2018

Games Fusion Project Designer, Programmer

An experimental design workshop responding to an industry brief from Chucklefish. The project occurred over 3 one-week sprints and aimed to redesign how games education is delivered in universities. *Won the [TIGA Education Initiative and Talent Development Award 2019](#).

- Participated in a cross-university collaboration with Queen Mary University, Ukie and Women in Games, to help devise a new curriculum for games education.
- Worked with industry mentors to conceptualise and design playful experiences based on a client brief (Chucklefish).
- Produced and presented a working prototype for said client after having our concept greenlit.

Brian the Brain

- Prototyped a visual mental garden based on the concept of players collecting and growing experiences that become memories over time.

Feathers

- Prototyped an interactive colouring app where players collect birds that come to life once they've been coloured in.

Skills

Software

Unity
Adobe Illustrator (Certified)
Adobe InDesign
Sourcetree
Jira

Design

System design
Level Design
Paper / Digital Prototyping

Technology

C#
ActionScript 3.0

Education **Goldsmiths University Graduation 2021**

Msc Computer Games Programming

Graduation deferred while freelancing.

University Of The Arts London Class of 2019

BA (Hons) Games Design

First Class Honours

Volunteering **Goldsmiths University | Programme Representative** **Goldsmiths University | Computing Department Student Librarian**

Interests **Running | Reading | Drawing**