



The true art of playful learning is in **crafting memorable experiences**.

From weaving wondrous worlds in my role as a **Dungeon Master** and **story teller**, to animating players out of their seats in delight or despair as a **tabletop game designer**; I am devoted to discovering and conveying those moments that transport you to new places.

I don't just love learning through play, I live for it - the emotions evoked, stories engaged, and people energised by discovering new ideas.

SKILLS



- Tabletop and digital game design - delightfully simple to elegantly complex
- Rapid hand-crafted prototype creation and iteration
- Relentless idea generation and implementation of adventurous tabletop game projects
- A range of graphic & UI/UX design skills, with proficiency in Sketch, Pixelmator, and Photoshop
- Fearlessly creative, conveying ideas with imagination
- Invested in collaboration - sparking the imagination of others and campaigning for their vision
- Skilled communication - able to engage the lay-man and deliver a clear message to the professional
- Creative & constructive writing (Rule books, blog posts, Rich D&D campaigns, character development, accessible documentation, email correspondence)
- Creative coding background - Web tech, iOS App development, Unity experience, Arduino gadgets
- Digital and print marketing and advertising
- Diverse problem solving - thinking outside the box to shape what goes inside the box
- High spirited, energetic, and passionate about ideas
- Multidisciplinary experience and mindset - considerable understanding of the junctions between technical, creative, and community project elements
- User experience and accessibility focussed
- At home in high responsibility, small teamwork environments
- Practical project management skills from industry
- Experience researching business opportunities, writing project proposals, and internal pitching
- Agile learner - excited to engage anything new

EDUCATION



BSc Digital Art & Technology (2:1) - Plymouth University
Noteworthy Modules: Game Design, Creative Coding, Experimental Media, Digital Making

3 A-Levels (BBC) - The Kings of Wessex Academy
Subjects: Computing, Media Studies, Physics

Designing Gamification - Engagement Alliance
Levels: 1 & 2

CAREER HISTORY



Game Designer & Founder - Board Game Bud
Remote - 1 Year / 7 Months

- Designed 12 highly unique tabletop games - Including Tinderblox (signed and published by Alley Cat Games), the award winning Pack It Tin, and the contest finalist DRAKKARD
- Engaged a growing Board Game Bud community of over 1,700 organic boardgame fanatics

Project Manager - GRV Media/Entrepreneur Ltd
Remote - 5 Years / 3 Months

- Key roles: Graphic Designer, Front-End Web & App Developer, Data Analyst, Tech Support

CTO & Co-founder - DYFRNT
Remote - 11 Months

- DYFRNT focussed on providing magical tailored experiences, culminating in a day of mysterious activities aimed at discovering independent local businesses within Bristol.

Holiday Home Sales Advisor - Bourne Leisure
Haven, New Quay - 6 Months

Student Ambassador - Plymouth University
Plymouth - 10 Months

ACHIEVEMENTS



Signed Tinderblox to become Alley Cat Games first mass market game

Winner of BoardGameGeek's 2018 Mint Tin Design Contest - Pack It Tin
- 1st - Best Overall Game / Most Innovative Mechanic / Best Artwork
- 3rd - Graphic Design Best Use of Theme / Best Rulebook

Finalist in Button Shy's 18 Identical Card Challenge - DRAKKARD

Designer of the METRONOMY FOREVER merchandise board game for the international indie band METRONOMY world tour

Travelled to Kenya four times to help build schools, set up IT systems, and secure educational positions for children through 'Educate The Kids'

