

Narrative Designer/Teacher/Content Creator

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Professional Profile

An IG50 listed narrative designer/writer with over a decade-long experience in writing for a range of different media, proficient in video editing, narrative design, curriculum development, and creative script writing. A proven ability in creating engaging storylines, writing dialogues, and implementing game content using standard and custom development tools.

Employment History

EHC Coordinator (12-25), Hampshire County Council: Sept 2023 – Present

- Analysing data and using spreadsheets to track, respond, and plan to trends.
- Adjusting content of statutory documents to ensure targets are SMART with matched provision.
- Developing organisational, automated, resources to improve efficiency.

Founder and Creative Director, Tranquil Turtle Studios: January 2023 – Present

- Ground-up game design on a series of educational video games.
- Designing and writing player-facing tutorials for minigames and missions.
- Designing intrinsic data tracking tools embedded in game narratives that factor in score and game balancing.
- Writing engaging storylines and dialogues from idea to in-engine implementation.
- Creating and implementing narrative design elements in games.

Head of Video Content (Gaming) and Staff Writer, Robot Republic: May 2021 - Present

- Developing entertaining scripts for video content from informative news articles.
- Leading and managing a team of content creators.
- Collaborating with writers and content teams to shape narratives and lore for table-top recorded content.

Teacher of Drama, Science, and Computing & LGBTIQ+ Lead Teacher, Hampshire County Council & Targeted Provision: Sept 2016 – Sept 2023

Co-Founder & Creative Director, Xpress Theatre Productions: Sept 2017 – Sept 2020 Pauline Quirke Academy – Comedy and Drama Teacher: Sept 2019 – Dec 2019

The Grange Festival Youth Opera – Assistant Director: July 2019

Key Skills, Experience, and Knowledge

Game & Narrative Design (5 years)	Creative and Journalist Writing (14 years)	Script and Screenplay Writing (11 years)
Technical Writing (14 years)	Unreal Engine & Unity (5 years)	Adobe Creative Cloud (8 years)
Planning/Scheduling (14 years)	Copyediting and Proofreading (11 years)	Directing Talent & Performing for Stage,
Spreadsheet design (9 years)	Excellent Communication Skills (15 years)	Screen, and Voice (9 years)

Education

MA Game Development (Design), Kingston University (Distinction) - September 2021 - September 2022

BA (Hons) Primary Education with Science, University of Winchester (2:2) - September 2010 - June 2014

Other Notable Qualification & Training

Hampshire County Council Designated Safeguarding Lead Training - June 2019

Educate and Celebrate Coordinator Training (LGBTQIA+ Organisational Lead, April 2017)

Awards & Accolades

School Prize: Best Postgraduate Project in the Department of Digital Media (Feb 2023)

Into Games IG50 2022 Winner – Design and Narrative (July 2022)

Hobbies and Interests

Attending gigs and plays	Raising my dogs and chinchillas	Playing and streaming video games
Learning to sing	Writing my 'WiP' fantasy novel	Managing a Photobooth for family business