

Professional Profile

Highly motivated MA Game Development (Design) graduate, head of video content creation (gaming) for Robot Republic and an IG50 2022 Winner. Former creative director & co-founder of Xpress Theatre Productions, experienced teacher of Drama, Science, and English & LGBTQIA+ EDI advocate with a passion for crafting purposeful and unique dialogue, compelling narratives, and exploring how sound can support narrative, looking for a role as a narrative designer in the games industry.

Professional Experience & Career history

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

Journalism Samples

Responsible for:

- Researching and interviewing developers of innovative games and games technologies for video content
- Writing scripts used in video content, including interviews
- Editing and producing video content, including sound and audio using industry standard software
- Writing interesting and compelling synopsis for publicly viewed videos
- Organising schedules, content and interviews using Trello boards, and managing a team of content creators
- Researching and writing compelling, interesting, and engaging news and review articles on video games

Co-Founder and Creative Director, Xpress Theatre Productions (Formally Express Theatre Company) - Sept 2017 – Sept 2020

Script Sample

Various responsibilities including:

- Writing scripts for 2 original plays from idea to production (one of which is viewable using the above link)
- Directing talent for live stage productions and recorded performances
- Designing set, scenery, lighting, and sound for performances
- Creating showcases using a variety of pre-published scenes and musical numbers set to a theme with curricular foci

Teacher of Drama, Science and Computing & LGBTIQ+ Lead Teacher, Various Schools across Hampshire - Sept 2016 – Present

Various responsibilities including:

- Writing scripts, vignettes, and showcases for performance
- Producing shows from initial readings to full productions (including adapting plays and novels to stage)
- Directing talent for live & recorded performance (including choreographing stage combat and directing)
- Collaborating with Music, Art, Textile and Construction departments to realise an artistic vision
- Planning, reflecting and evaluating development needs and departmental goals next to organisational goals

July 2019. The Grange Festival Youth Opera – Assistant Director to Karen Gillingham (short contract - freelance).

July 2014 – Aug 2015. Andover College – Additional Learning Support Team Leader

Education

MA Game Development (Design), Kingston University (80% - Distinction (Pending))

September 2021 – September 2022

Notable Modules

Final Project: Body of Creative Work (83%) – Link to [Portfolio Page](#)

- Designing and building a working game prototype in Unreal Engine 5
- Using Wwise Dialogue and sound software to integrate dialogue and music into game prototype
- Developing a new dialogue framework that merges the conventions of naturalism and melodrama named Melodramatic Naturalism and applying this to screenplays and scripts for a game.
- Developing a branching and cyclical narrative for a 70 level Action RPG Game
- Working with, and directing, voice actors, singers, and artists to produce assets for project including concept art
- Writing a full script for the playable game scene for the project the incorporates a new dialogue framework and associated conventions
- Writing a comprehensive Game Design Document including mechanics, economies, narrative pathways, balancing, and monetisation plans based on current industry trends
- Writing and composing 2 narratively driven songs in a musical theatre style, that explore new ways to deliver narrative in place of cutscenes, including editing songs using an industry standard Digital Audio Workstation
- Writing a comprehensive report that explores the feasibility in using dialogue and song to reduce the length of explicit cutscenes in games – full report available upon request via email.

Game Design (90%) – links to [Playable Prototypes & Portfolio Page](#)

- Writing a full semi-linear quest narrative, informing pacing of narrative by applying dramatic tension theory
- Creating appropriate documentation (including a full game design document) for the project
- Writing documents linked to world building, inclusive of lore and wider game world information
- Developing a dialogue scene using INK engine and a playable opening sequence using Unity Engine
- Use of industry techniques for development & editing of voiceover for characters and scenes
- Creating a reactive dialogue scene where player responses garner a different response from an NPC
- Considering the importance of balancing and economies, based on current industry trends and ideology

Connected Games Development (85%)– Link to [Portfolio Page](#)

- Developing a short ambiguous narrative for a horror themed multiplayer game that is cohesive
- Designing and developing a range of complex mechanics and class systems for a multiplayer game
- Developing a narrative using Arcweave Engine & integrating this into Unity using JSON files
- Applying research of thematic trends in gothic horror to appropriately develop a game within this genre
- Building aesthetically appropriate levels within a multiplayer game, based on research
- Exploring the importance of sound design to create and support narrative delivery and produce appropriate atmosphere

Basingstoke Alliance SCITT (Pass – QTS Eligible) - *September 2015 – July 2016*

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

Other Notable Qualification & Training

Grade 8 Musical Theatre Singing (London College of Music)

CMI Level 3 Award in Coaching and Mentoring (Pass – March 2015)

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

Professional skills

Creative skills and knowledge:

- Skilled creation of linear and non-linear narrative and how these can be developed for games, including branching dialogue and narrative systems
- Skilled in writing purposeful and reactive dialogue
- Deep knowledge of writing from a range of structures including episodic, Socratic and cyclical
- Accredited musical theatre singer with performance experience in both singing and acting to live audiences

Interpersonal and communication skills:

- Excellent verbal and non-verbal communication skills, including attentive active listening skills
- Highly experienced and confident public speaker to audiences ranging in size from 10 to over 500 people
- Experienced at discussing progress and development with stakeholders & creative collaborators
- Excellent written and verbal English communication skills

Problem solving and Analytical Reasoning:

- Analytical and reflective mindset
- Highly flexible and adaptive individual with skills to adapt to situations rapidly and appropriately
- Skilled problem solver with ability to explore issues both pragmatically and laterally
- Able to apply deductive and analytical reasoning when approaching problems
- Experience in applying creative thinking to find solutions to problems

Organisation and communication:

- Understanding of Agile and SCRUM methodology in product development
- Experienced in effective managing own time and that of others
- Well-developed approach to prioritising workload when managing numerous projects at once
- High quality document and record keeping skills across a range of industries including creative arts
- Skilled at presenting information and ideas to large groups in a business setting both verbally and written

People management:

- Highly skilled at managing groups of people in a range of settings, including directing performers and talent
- Managing a team to ensure high quality results in both creative and performing arts & education
- Skilled in leading a team to achieve consistently high results in a range of industries including creative arts
- Excellent conflict management and resolution skills

Equality, Diversity, and Inclusion:

- Developing policies and procedures on equal treatment of people identifying as LGBTQIA+ across an organisation
- Running staff training on appropriate management and communication with LGBTQIA+ individuals
- Applying personal experiences as case studies on dealing with HBT Phobia to better iterate EDI standards and explore examples of ways to deal with discrimination