

I'm a Game Designer, Writer, and Producer with experience leading multidisciplinary teams in mobile, console, and PC games. I have worked with small indie teams as well as medium teams within large multi-national companies, and have demonstrated effective written and verbal communication with local and remote contacts.

## Game Development Experience

### Senior Producer and Game Designer at Blowfish Studios

#### Project – Various

June 2015 – Present

Management, Game Design and Writing across various projects.

- **Full Development Lifecycle** from inception to launch and live support for three games
- **Project Leadership** including development and pitching of new games
- Main point of contact for **Client communication**
- **Provided writing and game design** across internal and client games
- **Core loop design & balancing** for mobile games
- **Onboarded, trained, and mentored** a Junior Producer
- Dedication to **Studio Process** and **Culture Development**

### Live Producer (iOS) at Gameloft Auckland

#### Project – Ice Age: Adventures, Updates 1 - 4

August 2014 – April 2015

Supported the live maintenance of Ice Age Adventures for iOS.

- **Primary Producer** guiding a team of **25** working on a single project to split deadlines
- Planned, scheduled, and delivered **updates every 1-2 months**
- **Created discipline-specific deadlines** by plotting transdisciplinary interdependencies and stakeholder approval timelines
- **Increased player retention and revenue** through the improvement of the live game based on tracking data and community feedback
- Instigated **forward planning server-side-activated special event content releases as contingency** for potential delays in update release
- **Mentored two** Assistant Producers

### Assistant Producer (iOS, new game) at Gameloft Auckland

#### Project – Ice Age: Adventures, released 7<sup>th</sup> August 2014

September 2013 – August 2014

Supported the development of a casual freemium iOS game

- Acted as an **intermediary** between HQ (France), design, code, art, and QA (internal and external in Romania)
- **Supported external team members and porting teams** in Vietnam

### Associate Producer (Content/Design) at Interzone Games

November 2008 - March 2009

Position changed to reflect aptitude for facilitation and organisation.

- Planned development using **Agile with Scrum** methodology
- Ensured clear **inter-department** communication & tended morale
- Continued **communication between international studios** (Brazil/China)

### Designer (Content/World Design) at Interzone Games

October 2007 - November 2008

Content and World Design for an AAA MMO Sports Title

- **Designer and Scrummaster** of **multidisciplinary scrum teams** up to 11-strong for several 2-week sprints
- Collaborated with **remote team members** in Brazil design studio
- Social Space (aka off-pitch/"lobby") **World, Character & Content Design**
- **Level editing** in BigWorld World Editor
- **NPCs (non-playable characters)- design, placement, dialogue**
- Auditioned, cast, directed and selected **MoCap** talent for emotes

## Key Released Games

### “Siegecraft Commander”

– Blowfish Studios  
Strategy Game 2017  
*Narrative Designer, Writer, Producer*

### “Horizon: The Game”

– Blowfish Studios for Scholastic  
iOS, Android, WebGL Procedurally  
Generated Platformer, 2016  
*Producer, Narrative Designer, Additional  
Writing, Systems Design*

### “Shadow House”

– Blowfish Studios for Scholastic  
iOS, Android, WebGL Choose Your Own  
Adventure, 2016-2018  
*Producer, implemented CYOA using “Fungus”,  
and 3D Puzzle Level using “Adventure  
Creator” plugin for Unity*

### “Brainy Arkies”

– Blowfish Studios for Marshall  
Cavendish Education  
iOS and Android Education game  
2016-2018  
*Producer, Level and System Designs and  
balancing, Minigame Design*

### “Gunscape” – Blowfish Studios

FPS Level Building Game 2016  
*Narrative Designer, Campaign Director*

### “Ice Age: Adventures” - Gameloft

iOS Freemium game 2014-2015  
*Assistant Producer/Live Producer*

## Relevant Skills

- ✓ Knowledge of Just-In-Time development methodologies such as **Agile, Scrum, and Kanban**
- ✓ **Hansoft & Trello** PM Tools
- ✓ Familiar with version control (git/svn)
- ✓ Twine (with html/css formatting)

## Strengths & Achievements

- ✓ **Guest Judge**, Media Design School Auckland Incubator Program 2017
- ✓ **Co-Speaker**, GCAP 2017 “Creative License: Writing for Other People’s Worlds,” on writing for licensed IP
- ✓ “Winner” **NaNoWriMo17!**
- ✓ Ran **Game Design Workshop** at Newcastle Real Film Festival 2016
- ✓ Recipient of **ScreenWest Digital Breakout Development Fund**, 2011
- ✓ **Guest lecturer**, “Narrative In Games,” Edith Cowan University, 2008 & 2009

## Education

BA (Hons), Media, Culture, and Creative Arts, 2009 - 2010  
**Curtin University of Technology**  
BA/BA, Design (Multimedia) / Communication & Cultural Studies (Theatre) 2003 - 2007  
**Curtin University of Technology**