

BACKGROUND

20 years experience on creative teams: exchanging feedback, pitching, meeting professional deadlines, fulfilling contracts, staying agile, communicating asynchronously, conforming to design patterns, and using version control.

Technical and creative experience with film and game production and associated technologies. Widely read; widely written; widely traveled. 20 years practice in the cooperative martial art aikido.

Expert Unity, C#, and related APIs developer. 3D modeler / mapper.

EDUCATION

- 2008-2009 University of East Anglia — Norwich, England. MA Creative Writing (Scriptwriting).
- 2003-2007 University of British Columbia — Vancouver, BC, Canada. BA double-major Creative Writing and English Literature.

EMPLOYMENT

- Fall 17 - Present Lecturer — [University of Arizona](#) — Tucson, AZ, USA
- Teaching tabletop and digital game design to undergraduates and graduates.
- Created original curricula for all courses:
- ISTA 251: Challenges in Game Design
- ISTA 451 / INFO 551: Game Development
- ESOC 300: Digital Storytelling
- Fall 21 - Spring 23 Unity Developer — [Public Lands Interpretive Association](#) — Albuquerque, NM, USA
- Principal programmer on [Caver Quest Academy](#), a 3D third-person educational adventure game set in and around the Fort Stanton Snowy River cave system. Reengineered systems to perform on low-end hardware and mobile platforms. Built mechanics to deliver grade-school instructional content. Created original 3D models and animations. Led team on technical decision-making.
- Summer 12 - Fall 19 Adjunct Faculty, Discipline Coordinator — [Pima College](#) — Tucson, AZ, USA
- Teaching writing composition, American and English literature, scriptwriting for film, TV, and games, game design and theory, programming in Unity C#, and project management to students of all levels.
- Created original curricula for all courses:
- WRT 100: Writing Fundamentals
- WRT 101: Writing Composition
- WRT 102: Survey of English Literature
- DAR 103: Survey of Digital Arts
- DAR 124: Writing for Film, TV, and Games
- DAR 224: Advanced Scriptwriting
- GAM 101: Introduction to Game Design
- GAM 102: Narrative in Games
- GAM 120: Introduction to Game Programming
- GAM 150: Programming Games with Unity and C#
- GAM 151: Advanced Programming with Unity and C#
- GAM 201: Analog to Digital Game Projects
- GAM 218: Team Game Development Capstone
- GAM 296: Special Projects in Game Development

Winter 16 - Spring 19	<p>Unity Developer — AGM Container Controls — Tucson, AZ, USA</p> <p>Created modular interactivity system to help client exhibit hydraulic lift products in a variety of environments at trade shows using Oculus Rift. Also rendered models suitable for realtime presentation and trained team.</p>
Spring 13 - Spring 18	<p>Unity Developer — Archaeology Southwest — Tucson, AZ, USA</p> <p>Rolling feature development on Chronological Virtual Reality: an interactive exploration system used for taking virtual tours of historical spaces using mobile, desktop, web, and VR technology, including Google Daydream, Oculus Rift, and HTC Vive.</p>
Summer 14 - Present	<p>Unity Developer — Alderac Entertainment Group — Ontario, CA, USA</p> <p>Developer of Sun and Moon: software for playing collectible card game Legend of the Five Rings online in 3D.</p>
Summer 13	<p>Writer — Desert Archaeology — Tucson, AZ, USA</p> <p>Researched and wrote storyline for historical exhibit at Tucson's Evo A De Concini federal courthouse.</p>
Winter 12	<p>Guest Lecturer — Norwich University of the Arts — Norwich, UK</p> <p>Delivered presentations and hosted Q&A on freelancing and writing for games.</p>
Summer 09- Spring 12	<p>Specialist -> Family Room Specialist -> Genius — Apple Inc — Norwich, UK</p> <p>Teaching, troubleshooting, and repairing Apple software and hardware at all levels.</p>
Summer 09	<p>Scriptwriter — Markosia Enterprises — London, UK</p> <p>Wrote story and script for published graphic novel The Adventures of Young Sherlock Holmes.</p>
Winter 06	<p>Research Assistant — Vancouver, BC, Canada</p> <p>Performed research and synthesis for Steven Galloway, author of <i>Ascension</i> and <i>The Cellist of Sarajevo</i>.</p>

PRODUCED / PUBLISHED

Fall 17 - Spring 19	<p>Unity Developer — Madison, WI, USA</p> <p>Commissioned to prototype multiplayer airship combat game Tal'vos based on designs by game designer Thomas Stavlo.</p>
Fall 17	<p>Unity Developer — Tucson, AZ, USA</p> <p>Designed and wrote narrative content for existential story-based game Homines Ex Machina with collaborator Chris Hill for Ludum Dare 39.</p>
Winter 16	<p>Unity Developer — Tucson, AZ, USA</p> <p>Developed music visualization and manipulation game Harmony with collaborators Matt Jackson and Rachel Franco for the 2017 Global Game Jam.</p>
Fall 16	<p>Unity Developer — Tucson, AZ, USA</p> <p>Developed speech-giving game Pyramid Scheme with collaborator Chris Hill for the Ludum Dare 36 game jam.</p>
Summer 15 - Present	<p>Unity Developer — Pima College — Tucson, AZ, USA</p> <p>Developed educational multiplayer games for learning in the classroom, including multiplayer industry simulation TV Tycoon.</p>
Summer 13	<p>Unity Developer — Norwich, UK</p> <p>Created role playing game parody Game of Zones for local Apple Store.</p>
Spring 12 - Fall 14	<p>Unity Developer — Vancouver, BC, Canada</p> <p>Wrote original script and created design and programming for interactive role-playing game prototype The Romantic Wrong.</p>

Spring 12	Scriptwriter — Norwich, UK Wrote original script and collaborated on the design of Flint and Tinder , a comic book adaptation of Hans Christian Andersen's <i>The Tinder-Box</i> .
Spring 11	Scriptwriter — Norwich, UK Wrote original script and assisted production of Click , a short film premiered at the Edinburgh Fringe Festival.
Summer 10	Unity Developer — Norwich, UK Wrote original script and created design and programming for interactive strategy game prototype Heaven and Earth .
Winter 08	Story Developer — EYE Film and Television — Norwich, UK Consulted on characters and stories for production company's web drama Tempting Fates .
Fall 08	Scriptwriter — Norwich, UK Co-wrote animated short for Norwich Heritage and Regeneration Trust celebrating 70 years of City Hall.
Spring 04	Web Designer — How We Survived the Night — http://www.hwstn.com Designed and built group blog, later became personal portfolio of fiction , poetry , screenplays , criticism , and interactive media .

REFERENCES

Chris Hill	Frequent collaborator and developer at Dire Wolf Digital. chill@direwolfdigital.com
Estevan Gregory	Technical Specialist at AGM Container Controls and contracting client. EGregory@agmcontainer.com (520) 881-2130 ext 2149
Meg Files	English and Journalism faculty department head at Pima College and award-winning novelist. megfiles@earthlink.net (520) 206-6084
Patti Gardiner	Digital Arts faculty department head at Pima College. pgardiner@pima.edu (520) 206-6914