

BACKGROUND

10+ years experience on creative teams: giving and receiving constructive feedback, pitching ideas, identifying and pursuing goals. Meeting deadlines. Fulfilling contracts. Familiarity with American and English literature and script composition.

Both a technical and a creative background. Understanding of film and game production processes and associated technologies. Widely traveled. Fifteen years practice in the cooperative martial art Aikido.

Advanced Unity 5, C#, and Unity API developer.

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

- Summer 12 - Present Adjunct Faculty — [Pima College](#) — Tucson, AZ, USA
Teaching writing composition, American and English literature, scriptwriting for film, TV, and games, and programming in Unity C# to students of all levels.
List of 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 120: Introduction to Game Programming
GAM 150: Programming Games with Unity and C#
GAM 296: Special Projects in Game Development
- Spring 13 - Present Unity Developer — [Archaeology Southwest](#) — Tucson, AZ, USA
Ongoing feature development on [Chronological Virtual Reality](#): an interactive 3D system for taking virtual tours of historical spaces using mobile, desktop, web, and VR technology, including the Oculus Rift and HTC Vive.
- Summer 14 - Present Unity Developer — Alderac Entertainment Group — Ontario, CA, USA
Development and maintenance of [Sun and Moon](#): software for playing collectible card game [Legend of the Five Rings](#) online in 3D.
- Winter 12 Guest Lecturer — [Norwich University of the Arts](#) — Norwich, England
Delivered presentations and hosted Q&A on freelancing and writing for games.
- Summer 09- Spring 12 Specialist -> Family Room Specialist -> Genius — Apple Inc — Norwich, England
Teaching, troubleshooting, and repairing Apple software and hardware at all levels.
- Winter 06 Research Assistant — Vancouver, BC, Canada
Performed research and synthesis for Steven Galloway, author of *Ascension* and *The Cellist of Sarajevo*.
- Summer 05 Programmer — idaeim Studio — Tucson, AZ, USA
Designed and implemented a MySQL database management application and its user interface in Java.

PRODUCED

- Fall 16 Writer, Programmer — Tucson, AZ, USA
Developed and published speech-giving game simulation [Pyramid Scheme](#) as part of a small team.
- Summer 15 - Present Writer, Programmer — [Pima College](#) — Tucson, AZ, USA
Developing educational multiplayer games for learning in the classroom, including [TV Tycoon](#).
- Summer 13 Writer — [Desert Archaeology](#) — Tucson, AZ, USA
Researched and wrote storyline for historical exhibit at Tucson's Evo A De Concini federal courthouse.
- Summer 13 Scriptwriter — Norwich, England
Created role playing game parody [Game of Zones](#) for local Apple Store.
- Spring 12 - Fall 14 Scriptwriter — Tucson, AZ, USA
Wrote original script and created design and programming for interactive role-playing game prototype [The Romantic Wrong](#).
- Spring 11 Scriptwriter — Norwich, England
Wrote original script and assisted production of [Click](#), a short film premiered at the Edinburgh Fringe Festival.
- Summer 10 Scriptwriter — Norwich, England
Wrote original script and created design and programming for interactive indie strategy game prototype [Heaven and Earth](#).
- Summer 09 Scriptwriter — Markosia Enterprises — London, England
Wrote original script for published graphic novel [The Adventures of Young Sherlock Holmes](#).
- Winter 08 Story Developer — EYE Television — Norwich, England
Consulted on characters and stories for local production company's web drama [Tempting Fates](#).
- Fall 08 Scriptwriter — Norwich, England
Co-wrote [animated short](#) for Norwich Heritage and Regeneration Trust celebrating 70 years of City Hall.

PROJECTS

How We Survived the Night — <http://www.hwstn.com>
Designed and built group blog, later became personal portfolio.

REFERENCES

- Meg Files English and Journalism faculty department chair at Pima College and award-winning novelist.
mfiles@pima.edu
(520) 206-6084
- Doug Gann Chronological Virtual Reality Project Director at Archaeology Southwest
dgann@archaeologysouthwest.org
(520) 882-6946
- Dennis Landry Digital Arts department chair at Pima College.
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(520) 206-6840
- Reinhard Pawlicki Game design lead faculty at Pima College.
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