

## BACKGROUND

10 years experience on creative teams: giving and receiving feedback, pitching, pursuing goals. Meeting deadlines. Fulfilling contracts. Expert in writing and literature.

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

Experienced Unity, C#, and related APIs 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

Fall 17 - Present Adjunct Faculty — [University of Arizona](#) — Tucson, AZ, USA

Teaching tabletop and digital game design to undergraduates.

Created original curricula for ISTA 251: Challenges in Game Design

Summer 12 - Present Adjunct Faculty — [Pima College](#) — Tucson, AZ, USA

Teaching writing composition, American and English literature, scriptwriting for film, TV, and games, game design and theory, and programming in Unity C# 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 201: Analog to Digital Game Projects

GAM 218: Team Game Development Capstone

GAM 296: Special Projects in Game Development

Winter 16 - Present Unity Developer — [AGM Container Controls](#) — Tucson, AZ, USA

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.

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 Google Daydream, Oculus Rift, and HTC Vive.

Summer 14 - Present	Unity Developer — <a href="#">Alderac Entertainment Group</a> — Ontario, CA, USA Development and maintenance of <a href="#">Sun and Moon</a> : software for playing collectible card game <a href="#">Legend of the Five Rings</a> online in 3D.
Summer 13	Writer — <a href="#">Desert Archaeology</a> — Tucson, AZ, USA Researched and wrote storyline for historical exhibit at Tucson's Evo A De Concini federal courthouse.
Winter 12	Guest Lecturer — <a href="#">Norwich University of the Arts</a> — 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.
Summer 09	Scriptwriter — <a href="#">Markosia Enterprises</a> — London, England Wrote original script for published graphic novel <a href="#">The Adventures of Young Sherlock Holmes</a> .
Winter 06	Research Assistant — Vancouver, BC, Canada Performed research and synthesis for Steven Galloway, author of <i>Ascension</i> and <i>The Cellist of Sarajevo</i> .
<b>PRODUCED</b>	
Fall 17	Unity Developer — Tucson, AZ, USA Designed and wrote narrative content for existential story-based game <a href="#">Hominem Ex Machina</a> with collaborator Chris Hill for Ludum Dare 39.
Winter 16	Unity Developer — Tucson, AZ, USA Developed music visualization and manipulation game <a href="#">Harmony</a> with collaborators Matt Jackson and Rachel Franco for the 2017 Global Game Jam.
Fall 16	Unity Developer — Tucson, AZ, USA Developed speech-giving game <a href="#">Pyramid Scheme</a> with collaborator Chris Hill for the Ludum Dare 36 game jam.
Summer 15 - Present	Unity Developer — <a href="#">Pima College</a> — Tucson, AZ, USA Developed educational multiplayer games for learning in the classroom, including multiplayer industry simulation <a href="#">TV Tycoon</a> .
Summer 13	Unity Developer — Norwich, England Created role playing game parody <a href="#">Game of Zones</a> for local Apple Store.
Spring 12 - Fall 14	Unity Developer — Tucson, AZ, USA Wrote original script and created design and programming for interactive role-playing game prototype <a href="#">The Romantic Wrong</a> .
Spring 12	Scriptwriter — Norwich, England Wrote original script and collaborated on the design of <a href="#">Flint and Tinder</a> , a comic book adaptation of Hans Christian Andersen's <i>The Tinder-Box</i> .
Spring 11	Scriptwriter — Norwich, England Wrote original script and assisted production of <a href="#">Click</a> , a short film premiered at the Edinburgh Fringe Festival.
Summer 10	Unity Developer — Norwich, England Wrote original script and created design and programming for interactive strategy game prototype <a href="#">Heaven and Earth</a> .
Winter 08	Story Developer — <a href="#">EYE Film and Television</a> — Norwich, England Consulted on characters and stories for production company's web drama <a href="#">Tempting Fates</a> .

Fall 08 Scriptwriter — Norwich, England

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 contact at Dire Wolf Digital for this application.

[chill@direwolfdigital.com](mailto:chill@direwolfdigital.com)

Estevan Gregory Technical Specialist at AGM Container Controls and contracting client.

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Dennis Landry Digital Arts department chair at Pima College.

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