

## Narrative Designer/Writer

### Professional Profile

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An IG50 listed narrative designer/writer with a decade-long experience in writing for a range of different media, proficient in developing and implementing narrative content in game engines and applying a variety of styles to dialogue. These skills led to me winning the schools award for best postgraduate project 2022.

### Employment History

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**SEND Caseworker (0-25), Hampshire County Council: Sept 2023 – Present**

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

- Developing entertaining scripts for video content from informative news articles.
- Discussing game design techniques and innovations with developers and reporters.

**Teacher of Drama, Science, and Computing & LGBTIQ+ Lead Teacher, Hampshire County Council & Targeted Provision: Sept 2016 – Sept 2023**

- Developing a range of bespoke scripts for varying dramatic styles linked to schemes of work.
- Writing a scheme of work that teaches basic game design principles using Unreal and Unity.
- Adapting well known stories into stage plays for performances to live and recorded audiences.

**Co-Founder & Creative Director, Xpress Theatre Productions: Sept 2017 – Sept 2020**

- Ideating and writing socially driven plays including characters and world.
- Directing a diverse range of talent for live and recorded performances.

**Pauline Quirke Academy – Comedy and Drama Teacher: Sept 2019 – Dec 2019**

**The Grange Festival Youth Opera – Assistant Director: July 2019**

### Key Skills and Knowledge

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Game and Narrative Design (evidenced in portfolio projects)

Twine and INK (4 years' experience)

Creative Writing and World Building (demonstrated through a variety of linear and non-linear works)

Unity inc. C# (3 years' experience)

Copyediting and Proofreading (10 years' experience)

Script and Screenplay Writing (10 years' experience)

Unreal Engine inc. Blueprint (1 year experience)

Directing Talent for Stage, Screen, and Voice (8 years' experience)

### Education

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**MA Game Development (Design), Kingston University (Distinction) - September 2021 – September 2022**

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

### Other Notable Qualification & Training

**Hampshire County Council Designated Safeguarding Lead Training - June 2019**

**Educate and Celebrate Coordinator Training (LGBTQIA+ Organisational Lead, April 2017)**

### Awards & Accolades

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**School Prize: Best Postgraduate Project in the Department of Digital Media (Feb 2023)**

**Into Games IG50 2022 Winner – Design and Narrative (July 2022)**

### Hobbies and Interests

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Attending gigs and plays

Learning to sing

Raising my dogs and chinchillas

Writing my 'WiP' fantasy novel

Playing and streaming video games

Managing a Photobooth for family business