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Versatile product designer with over 10 years of experience in game design, UI/UX, and content development. Combines analytical thinking with creative problem-solving to create intuitive user experiences & products. Proven track record of:

- **Designing successful products:** Developed 6 published board games, including <u>Tinderblox</u> (100k+ sold, £513k+ sales), iOS applications including <u>HITC Sport Live</u>, and Hi-Fi concept prototypes, including <u>Harmony wellness app</u>.
- Driving product growth: Led crisis simulation product growth by 4000% over 3 years, generating \$10M+ ARR.
- Applying creative technical skills: Proficient in Sketch, Figma, Adobe Suite, Unity, C#, HTML/CSS, PHP, JIRA.

# **WORK EXPERIENCE**

### **BOARD GAME BUD LTD**

# Game Designer & Founder

- Directed end-to-end game design process for 6 published board games, including <u>Tinderblox</u> (100k+ sold, £513k+ sales)
- Developed 23 board games to prototype/pitch stage (concept, UIX, design, QA) and created 3 video games in Unity/C#.
- Co-created and hosts <u>10MDC</u> game design podcast across 48 episodes, achieving 7.3k+ downloads and 3k+ followers.
- Mentored four designers and given expo <u>workshops</u>, gaining recognition in <u>NY magazine</u>, <u>Tabletop Gaming Magazine</u>.

### **BECOMING LTD**

#### Game & Product Designer

- Designed 3 market-aligned products from concept to Hi-Fi pitch demo, including an <u>Al journalling app and notebook</u>.
- Collaborated cross-functionally with leading experts to develop and deliver proprietary <u>coaching frameworks</u> for MVP.
- Coached 19 world-class business leaders in gamified ACT retreats, proving pilot viability and securing \$500K dev fund.

#### **IMMERSIVE LABS LTD**

Crisis Simulation Team Lead Senior & Mid-Level Content Specialist

# Associate Content Researcher

- Rapidly promoted 3 times (Associate to Lead) in 2.5 years due to OKR performance, process innovation, and org impact.
- Directed AGILE content team to grow simulation product catalogue by 4000% over 3 years, generating \$10M+ ARR.
- Led content delivery for 14 Fortune 500 companies (generating £1.43M+), and facilitated over 60 executive workshops.
- Designed over 400+ assets (wireframes, rich media, sfx, presentations, style guides), resolving resource bottlenecks.
- Delivered 24 client projects across 5 sectors incl. <u>Bank of England</u>, <u>McLaren</u>, NHS, Vodafone, Neptune Energy, GCHQ.

# **GRV MEDIA LTD**

# UI/UX & Brand Designer, Project Manager Technical Analyst, Web & App Developer

- Developed <u>HITC Sport Live iOS app</u> using Swift including full UIX design, user research, development, and deployment.
- Led content strategy and editorial teams for 2 new websites (<u>Elecspo</u>, <u>Reality Tidbit</u>), to diversify ad revenue streams.
- Managed UI/UX and brand design across company web and app portfolio, supporting the launch of 12 news sites.

# **EDUCATION**

# Plymouth University | BSc Digital Art & Technology (2:1)

2011 - 2014

Digital Media Design, Creative Coding, Web Technologies, Game Design, Emerging Technologies, Venture Culture.

# **SKILLS & CERTIFICATIONS**

**SKILLS:** Sketch, Adobe Suite, Pixelmator, Figma, MS Office Suite, Google Workspace, Twinery, WordPress, Monday, Jira, Asana, Product Board, Todoist, ClickUp, Nuclino, Unity, Maschine, Audacity, C#, HTML/CSS, PHP, Processing, JS, Swift. **CERTIFICATIONS:** Designing Gamification (<u>Level 1</u> / <u>Level 2</u>), First Aid at Work (<u>Advanced & CPR</u>)

# Contractor - Remote, UK

Freelance - Bristol, UK Apr 2018 - Present

# Jun 2023 - Present

Full-Time - Hybrid, Bristol, UK

Jul 2022 - May 2023 Feb 2021 - Jul 2022

Full-Time - Remote, UK

Jan 2017 - Mar 2020

Sep 2014 - Mar 2020

Mar 2020 - Feb 2021