

EDUCATION

Abertay University, Game Design & Production Management (First Class Honours) 2014 - 2018
1st Year - Pre-Visualization (A+), Programming in C++ (A+), QA and User Experience (B), Intro to Games Industry (B+), Narrative Theory in Game Design (A)
2nd Year - Developing Games Concepts (A), Managing Projects (B+), 3D Modeling (A+), Entertainment Design (B+), Interaction Design (A), Game Engines (A)
3rd Year - Spatial Constructs (A+), Professional Project (B+), Production & Leadership (A+), Critical and Contextual Studies (A+), Gameplay Prototyping (A+)
4th Year - Professional Contexts & Entrepreneurship (A+), Honours Project Proposal and Development (A), Honours Project (A+)

QUALITIES

- Proficient in C++, C# and Paradox Scripting Language
- Energetic, passionate and optimistic outlook
- Excellent creative and technical writing skills
- Strong experience working within and leading multi-disciplinary teams
- Diligent and perceptive
- "All for one, and one for all" team mentality

EXPERIENCE

Production Intern July 2018 - Present
Rare Ltd - Microsoft

- Producer for a team responsible for prototyping future content, in addition to supporting the Executive and Senior Producers with their work
- Reintroduced Agile practices within the team, including sprint planning/retros as well as using story points to facilitate roadmap and capacity planning
- Utilized Microsoft VSTS/Azure DevOps as our task management solution, in addition to Perforce and Confluence wiki
- Supported wider studio in other tasks ranging from managing fortnightly team updates, playtests, to room and office renovations
- Worked with external partners to create media for the game, in addition to presenting my team's work and concept to executive Xbox Leadership

Production Intern July - September 2017
NaturalMotion - Zynga

- Took on role as Producer for the existing Events/Gacha feature team for the live game CSR2, during which we delivered the Fast & Furious, Halloween 2017 and Ferrari 70th Anniversary events
- Facilitated team using JIRA and the Agile Scrum Framework, including holding stand-ups, sprint planning/retros and studio-wide sprint demos
- Aided in streamlining production and live ops processes, as well as actioning retrospective notes by reviving a team-wide project status screen display

Systems Designer July - October 2016
Dapper Penguin Studios - Project Automata (now known as Rise of Industry)

- 3D Business-tycoon strategy game focusing on production chains with elements from Anno, Factorio and OTTD
- Worked in spreadsheets developing and balancing game economy such as the in-game goods' recipes, prices and production times
- Management and upkeep of the internal dev wiki along with translating complex ideas into a digestible format

PROJECTS

Honours Project / Hobby Project September 2017 - Present
University Project: Anbennar, a fantasy total-conversion mod for EU4 | Dissertation: Worldbuilding Inside a Box: EU4 as a Catalyst for Worldbuilding

- Anbennar is a complete overhaul of the strategy game Europa Universalis IV, turning it from a historical setting to a fantasy setting of my own creation
- Achieved a current total of 60,000+ views on Steam Workshop, with over 12,000 active subscribers. It also reached the #1 most popular EU4 mod within a week of release, and was featured by Paradox Interactive themselves on social media.
- Part game-development (modding in all aspects, from creating in-game countries, making flags and art, programming events to creating systems)
- Part worldbuilding (creating the setting itself, from the world's history, geography, religions and everything else under the sun)
- Creation and maintenance of a wikia site for lore and information about the setting (anbennar.wikia.com)
- Management of a part-time mod-team consisting of worldbuilders, developers and artists from all around the world

Producer, Level Designer September 2016 - May 2017
University Project - Sugaropolis (Unreal)

- Historical education-focused first person narrative about the rise and fall of Scotland's sugar industry in the 1800s, leading a team of 7 students

Solo Developer 2012 - 2014
Personal Project - Warcraft 3 Mod, Kingdoms and Nations RP

- Terrained and designed a sandbox world map with multiplayer in mind; also edited, merged together and reskinned 3D assets
- Established a timer-based tax system and dynamic settlement/resource income using the pre-existing unit mana mechanics
- Programmed a procedural unit attachment system where same model units would have varying clothing and weapons

EXTRACURRICULAR

Society President 2015 - 2018
Abertay Tabletop Board Games Society

- Management of weekly board game events ranging from 15-30 people on average
- Designed posters/flyers in Illustrator for use in Social Media, Student Union and Burgh Coffeehouse
- Exhibited at Dare to be Digital 2016 promoting board games to the public