


Exceptional UX Designer, washed-up  
Game Designer, hacky App Developer  
and failed Entrepreneur.




I create products that encourage play.


<b>Senior UX Designer</b> Monterosa Apr '19 – Present	Interactive video and second-screen experiences for broadcasters looking to engage fans through audience interaction. Also responsible for training UX designers and expanding our B2B2C SaaS platform via data-driven design.
<b>Founder</b> Dropstand Oct '18 – Jan '21	An unexpected influx of sales on an experimental website handed me a series of e-commerce stores I had not prepared for, but seized the opportunity and grew them to a background business providing an almost-passive income.
<b>UX Designer</b> CookiesHQ Aug '17 – Aug '18	Designing an incredibly varied range of digital products for tech startups that had validated their ideas and begun building a solid customer base as part of a tiny tech-centric development agency in Bristol.
<b>Creative Producer</b> UNIT9 May '17 – Jun '17	Combining technology with art to prototype, market and launch smart devices that could sit in luxury homes as statement pieces whilst doubling up as purposeful digital installments.

 <b>Travel break</b>	Southeast Asia
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<b>UX Designer</b> Paper Street Games May '15 – Aug '16	Assessing the company’s catalogue of mobile games and taking the successful releases from experimental mechanics to fully-fleshed-out and refined mobile gaming experiences based on user data and feedback.
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 <b>Travel break</b>	North Africa
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<b>App Developer</b> Sparkol Jan '15 – Apr '15	Greeting a shifting industry by transforming very successful desktop video editing software into a suite of creativity tools built for flexibility and robustness on touch-screen devices.
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 <b>Travel break</b>	Eastern Europe
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<b>Founder</b> Paper Street Games Jan '14 – Jan '15	Landed seed investment through an incubator to create a myriad of mobile games using innovative experimental mechanics. My roles was full end-to-end game design and development as a solo founder to begin with.
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<b>Game Design Intern</b> Aardman Oct '13 – Nov '13	My first foray into the working world as an intern revolved around designing immersive web games for young audiences to expand fantasy film and television narratives from clients.
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 <b>Education</b>	Relevant stints that led me down my current path
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<b>Digital Art &amp; Tech.</b> Plymouth University 2009 – 2013	<b>NOCN Animation</b> Weston College 2007 – 2009	<b>Japanese Hiragana</b> Level 4 Ongoing	<b>Product Design</b> Churchill Sixth Form 2007 – 2009
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 <b>Achievements</b>	For when a pat on the back just doesn’t cut it
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<b>YENA Sustainability</b> Planet Mark 2018	<b>Level 1 Flyer</b> School of Flight 2018	<b>Top 50 Creators</b> Newgrounds 2007 – 2012	<b>App Store #1</b> Repeatedly 2013 – Present
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 <b>Volunteering</b>	Almost always with no ulterior motive
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<b>Professional Mentor</b> Plymouth University 2020 – 2021	<b>Sales Assistant</b> Cancer Research UK Sep '19 – Nov '19	<b>Volunteer</b> Bali Sea Turtle Society Aug '16 – Nov '16	<b>Garlic Farmer</b> Ostir’s Farm Slovenia Jul '14 – Aug '14
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