

QUALIFICATIONS

Many years experience in the writing workshop environment: giving and receiving constructive feedback, discussing and pitching new ideas, and working towards a positive outcome on collaborative projects. Working to deadlines. Working to brief.

Both a technical and a creative background. Understanding of the film production process. Widely traveled. Twelve years practice in the cooperative martial art Aikido.

EDUCATION

- 2008-2009 University of East Anglia — Norwich, England. MA Scriptwriting.
- 2003-2007 University of British Columbia — Vancouver, BC. BA double-major Creative Writing and English Literature.
- 1999-2003 University High School — Tucson, AZ

PRODUCED / IN PRODUCTION

- Fall 08 Scriptwriter — Norwich, England
Co-wrote script for Norwich Heritage and Regeneration Trust celebrating 70 years of City Hall. <http://www.norwich12.co.uk/films/animations.htm>
- Winter 08 Story Developer — EYE Television — Norwich, England
Workshopped characters and stories for local production company's web drama *Tempting Fates*. <http://temptingfates.com/>
- Summer 09 Scriptwriter — Markosia Enterprises — London, England
Wrote original script for graphic novel "The Adventures of Young Sherlock Holmes."
- Summer 10 Scriptwriter — Norwich, England
Wrote original script and created design and programming for interactive video game "Heaven and Earth." To be released on Windows, Mac OS, and iPad.

OTHER EMPLOYMENT

- Summer 05 Programmer — idaeim Studio — Tucson, AZ
Designed and implemented a mySQL database management application and its user interface.
- Jan-April 06 Research Assistant — Vancouver, BC
Performed research and synthesis for Steven Galloway, author of *Ascension* and *The Cellist of Sarajevo*.
- Fall 09-Present Specialist — Apple Inc — Norwich, England
Sales, pitching, and teaching Apple software.

PROJECTS

- How We Survived the Night — <http://www.hwstn.net/>
Designed and built group blog, later became my personal portfolio.
- Music — <http://www.hwstn.net/music/>
A variety of digital compositions I've created for various people and purposes, or just for fun, using various software synths and sequencers.