

QUALIFICATIONS

Background in interactive design. Programming experience using Java, Mono .NET, and layout using HTML, CSS, PHP, etc. Several years experience using the Unity 2 IDE for game design and related content creation tools such as Adobe's Creative Suite, 3D modeling and animation tools of all kinds, and Apple's Logic Studio.

Both a technical and a creative background. Excellent knowledge of American and English literature, especially 19th and early 20th century fiction. Eleven years practice in the Japanese martial art Aikido. Produced writer.

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

EMPLOYMENT

- Summer 05 Programmer — idaeim Studio — Tucson, AZ
Designed and implemented a mySQL database management application and its user interface in Java.
- Jan-April 06 Research Assistant — Vancouver, BC
Performed research and synthesis on the subject of "apocalypse" for an upcoming publication by Steven Galloway, author of *Ascension* and *The Cellist of Sarajevo*.
- 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 script for unannounced comic book project.
- Fall 09-Present Specialist — Apple Inc — Norwich, England
Sales, customer support, and teaching Apple software.

PROJECTS

- How We Survived the Night — <http://www.hwstn.net/>
Designed and built group blog, later became my personal portfolio.
- Heads Will Roll — Short Film — <http://www.imdb.com/title/tt0473211/>
I script edited and acted in this student film directed by Brian Danin.
- 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.
- Interactive Games <http://www.hwstn.net/content/interactive/>
3D story-driven game concepts with playable levels/areas. I created the visual assets, programmed the games' logic, the designs, and wrote the scripts.