

Tom Clancy



"Crafting a magic world for

Age: 20-30

Work: Jr. Graphic Designer Family: Single, 2 dogs. Location: Toronto, Ontario Character: Disciplined

Personality

Introvert	Extrovert
Thinking	Feeling
Sensing	Intuition
Judging	Perceiving

Creative

Introvertive

Sensible

Curiosity

Goals

- Invest on his own startup Gaming Dev company.
- Get experience as Video Game Programme
- Improve life quality of children with video games.

Challenges

- Do not have enough time to attend college/Univers and work on this game development startur
- Can't afford expensive online courses in game development.
- The exisiting platforms do not integrates the specific tools he needs for his startup.

Bio

Tom is a Junior Graphic Designer of a startup digital marketing company that aims to create an optimum interaction level with great marketing strategies between users and their product. Since a experienced employe like Tom is very much needed within this new organization, her boss has high expectations of Tom and his capabilities. Tom is constantly splitting his spare time both on his job and the startup but he knows he can't quit from his current job as he needs to save money if want to consolidate his startup in the short-term and get some profit so keep growing and building his own brand.

Motivation

Incentive	
Fear	
Growth	
11	
Power	
V	
Social	

Brands & Influencers







Preferred Channels

Comics & Magazines

Online & Social Media

Gaming Communities

Design Conferences and Online Forums

DO NEXT C Customer Journey Map