

<http://thecuttlefish.github.io>

I work at the intersection of game design, visual storytelling, and interactive media.

My teaching and practice are driven by coaching, experimentation, and a fascination with creating meaning through systems. I'm particularly interested in the role of enchantment, childlike wonder, and deep feedback loops in playful experiences.

Selected Experience

Interactive Design Lecturer

Working across multiple higher education institutions in the UK and Asia; focused on game engines, real-time graphics, and experiential design.

Unity Developer – Glitchers / Zaubug / Freelance Projects

Prototyping, tool creation, shader development, agile production, and multi-platform publishing.

Game Design Consultant & Course Lead

Short-format and summer school experiences exploring rapid prototyping, Unity development, and design theory.

Early Roles

Web and graphics design for agencies and independent studios

Game jam facilitator and technical assistant in academic settings

Education

MSc – Computer Games Technology

Specialization in 3D graphics, AI systems, and real-time rendering

BA – Games Design (First Class Hons)

Focused on systems thinking, player experience, and team-based prototyping

Core Skills

Game Design | Unity | Prototyping | C# | VFX | Shader Programming | 3D Art
Blender | 3Ds Max | Adobe Creative Suite | Git | JavaScript | C++ (proficient)

Interests

Visual systems, playful technology, emotional architecture, gamification, urban psychology, strange walks