I have a had a lifelong interest in video games and the surrounding industry for many years. I played my first video game at the age of 5 when I was given a SNES for Christmas. Since that point there has not been a day when I have not been involved in games in some way, be that playing games, reading about them or watching videos about them. The video game industry seems to be where I have always been heading.

I have also developed useful skills outside of my previous work gaining my BSc and MA. I have previously run a small Youtube channel where I reviewed games and talked about their design. This has allowed me to grow in many ways, such as working to a tight schedule, with each video being written, captured and edited within a week. It has also given me a deeper insight into how games can be designed in many different ways, and which ways I believe lend themselves to a more enjoyable experience for the end user.

There are many qualities of myself which will be beneficial during my career. Thinking analytically allows me to identify problems and break them into smaller, more manageable parts. I am dedicated to my work, and will always finish a project to the best of my ability even in short time frames. I am also able to work professionally even with people I do not get along with on a personal level.

Outside of work, I have a number of hobbies and interests. I play many types of video games and trading card games, with some of my favourites in each genre being The Legend Of Zelda: Ocarina of Time and Magic The Gathering. I am also very interested in travel, having previously visited a number of different countries, such as America, Cyprus and Japan. Movies are another interest of mine. I believe all of these are useful in the development of games, as each experience I have can inform the design choices in a game I could later create.