

CONTACT

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LUDOGRAPHY

PLAYSTATION 4

Radical Alien Destruction 2019
Project Daniel 2019

WINDOWS

A Bad Day 2020
Vaska 2018
Birbsy 2017

ANDROID

Dr. Neutro's Nanobot Rush 2019

STRENGTHS

- + Experienced with the entire game development life cycle from art, design & production standpoints.
- + Adaptive PM techniques, knowledge & creative problem solving to match team makeup, culture, brief & scope.
- + Excellent communication & emotional intelligence, having supported & mentored teammates to achieve results.
- + Impeccable and dynamic organisation skills, with a deep understanding of project risk assessment.
- + Games accessibility advocate, passionate about inclusive and accessible gaming.
- + Enthusiastic public speaker

SKILLS & SOFTWARE

- + Agile, Scrum, & Waterfall PM
- + Hansoft, Perforce, Airtable, Trello, Jira, Confluence.
- + Excel, Word, Visio, Powerpoint
- + Photoshop, Illustrator, After Effects, InDesign, XD
- + Blender3D, Maya
- + Unreal Engine 4

RECENTLY PLAYED

- + Guild Wars 2
- + Elder Scrolls Online
- + The Sims 4
- + Command & Conquer Remastered
- + Ooblets
- + Carrion
- + Second Life
- + Animal Crossing New Horizons
- + Final Fantasy XI
- + Merge Dragons
- + Merge Magic

HARRIET FRAYLING

GRADUATE PRODUCER

I am an upbeat, empathetic and motivated producer, with consistent production of high quality work in fast-paced, results-driven environments, passionate about holistic, inclusive and ethical production to drive creativity and maintain results, eager to team up with a forward-thinking company who has those values at heart.

EXPERIENCE

Development Producer

GamerCamp Studios Jan '19 - Aug '19

Used Waterfall and Agile project management techniques, supported feature teams as Scrum Master, coordinated with programming, production, art, and design teammates to nurture and create innovative and quality game content. Presented milestone reviews to stakeholders and industry consultants, actioning key feedback to a multidisciplinary team to ensure project completion within time constraints and in line with stakeholder guidelines and expectations.

Game Designer

GamerCamp Studios Sept '18 - Jan '19

Designed gameplay, mechanics, interactivity, core game loops and level design rules, along with supporting documents detailing best practices, collaborated with art, programming and production colleagues to facilitate project creation, ensured design deadlines were met and compiled and maintained documentations to enable clear communication of design vision.

School Representative

Birmingham City University Sept '18 - Aug '19

Liaised with students, faculty, university staff and student union, ensuring the academic voice of the students within my school was heard. Attended and actively participated in Student Feedback Forums, promoting and encouraging positive change and growth for the communication between faculty and students.

Attended meetings as a member of the School Learning, Teaching and Quality Committee, providing feedback and advocacy for the student body. Collaborated with tutors to understand and improve classroom conditions. Improved subsequent cohorts academic experiences, and helped to maintain NSS 100% feedback. Facilitated training, empowerment, and ongoing support for Student Academic Leaders within my school.

School Ambassador

Birmingham City University Sept '17 - Aug '19

Called new and prospective applicants for my faculty and school, ensuring queries were answered, and putting applicants at ease for the transition into university life. Attended Open Days to support the staff in facilitation, answering questions from potential students about university life, accommodation, course content and disability support, ensuring that I was a positive and friendly face for prospective students and parents.

EDUCATION

MSc Videogame Enterprise Production & Design

Birmingham City University
Graduated 2019 - Merit Grade

AWARDS

Winner

BCU Extra Mile Inspirational Student Award 2017/19

Shortlisted

Grads in Games Student Hero Award 2019

Other Activities

AutisticaPlay Ambassador 2019 - Present
EGX Fringe 2018 Disability in Videogames Panelist

BA (Hons) Interactive Entertainment - Digital Art

Birmingham City University
Graduated 2018 - First Class

HOBBIES & INTERESTS

When not playing games on my phone, PC or Switch, I like to sit and watch Chinese dramas or Star Trek - The Next Generation on Netflix, while doing some crochet or embroidery. I like to keep mentally healthy by journaling, which led me to get into hand lettering & watercolour illustration. I have a 7 year old black cat called George who is my little best bud, and he likes to supervise when I do yoga and weights in the back garden.