

# HARRIET FRAYLING

## DEVELOPMENT PRODUCER



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www.hfrayling.com



@hfrayling



@wonderpusgospel

## ***ludography***

	<i>PLAYSTATION 4</i>
Radical Alien Destruction	2019
Project Daniel	2019
	<i>WINDOWS</i>
A Bad Day	2020
Vaska	2019
Birbsy	2017
	<i>ANDROID</i>
Dr Neutro's Nanobot Rush	2019

## ***skills***

- ◇ Self motivated, passionate, friendly and determined native English speaker.
- ◇ Full project life cycle experience from art, design and production standpoints in both internal and external roles.
- ◇ Adaptive PM techniques, knowledge and creative problem solving to match team makeup, culture, brief and scope.
- ◇ Excellent communication, patience and emotional intelligence.
- ◇ Impeccable organisational skills, with a deep understanding of project risk assessment.
- ◇ Games accessibility and inclusion advocate.
- ◇ Experienced and confident public speaker

## ***skills and software***

- ◇ Project Management
- ◇ Agile, Scrum & Waterfall
- ◇ Hansoft, Airtable, Trello, Confluence, Notion, Miro, Whimsical
- ◇ Bug Tracking
- ◇ Perforce, Jira
- ◇ MS Office & Google Suite
- ◇ Excel, Word, Visio, Powerpoint
- ◇ Burndown charts, Pivot Tables, Time tracking
- ◇ Adobe Suite
- ◇ Photoshop, Illustrator, After Effects, InDesign, XD

## ***summary***

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, and eager to team up with a forward-thinking company with those values at heart.

## ***experience***

### **GAMES ACCESSIBILITY CONSULTANT**

**FREELANCE**

*SEPTEMBER 2018 - PRESENT*

- ◇ Participated in AAA industry design sprints in partnership with Microsoft to advise and feedback on triaged elements, offering considerations to improve accessibility for disabled gamers.
- ◇ Worked collaboratively with UK National disability charity Scope in a co-production, formulating and supporting Power Up and Play, a charity event focused on games accessibility and awareness of disability within the gaming sector.

### **DEVELOPMENT PRODUCER**

**GAMERCAMP STUDIOS**

*JANUARY 2019 - AUGUST 2019*

- ◇ Used Waterfall and Agile project management, including managing feature teams, reporting to Lead Producer.
- ◇ Co-ordinated with multi-disciplinary teams of 4 to 30 people, facilitating inhouse and outsource teams in parallel.
- ◇ Presented milestone reviews to stakeholders and industry consultants, compiling meeting notes and providing feedback to relevant departments.
- ◇ Organised and supervised build reviews, supporting team QA by submitting and prioritising bug reports.
- ◇ Ensured project completion consistently within time constraints, in line with guidelines and exceeding stakeholder expectations.
- ◇ Liaised with external partners for audio and marketing.
- ◇ Researched and collated design resources fo
- ◇ Provided design and narrative support to teams where needed

### **GAME DESIGNER**

**GAMERCAMP STUDIOS**

*SEPTEMBER 2018 - JANUARY 2019*

- ◇ Formulated gameplay mechanics, interactivity, core game loops and level design rules.
- ◇ Document authoring, detailing best practices.
- ◇ Ensured design deadlines were met, compiling and maintaining concise documentation to enable clear communication of design vision.

*Anything you do, no matter how small, will just mean more players able to have the kind of experience you intended.*

IAN HAMILTON

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## accomplishments

### AWARDS

Grads in Games Student Hero Shortlisted	2019
BCU Extra Mile Inspirational Student Award Winner	2018

### ACTIVITIES

Autistica Play Ambassador  
2020 - Present

### SPEAKING

Disability in Videogames Panellist	2018
EGX Fringe	

## fun facts

- ◇ I am in adverts for Scope's Power up and Play event using ergonomic offbrand joycons.
- ◇ My favourite animal is the deep sea isopod, but I love all bugs and insects. I'm also passionate about mycology.
- ◇ The font used for my CV is called Luciole - it was explicitly designed for people with vision impairment.

## education

MSC VIDEOGAME ENTERPRISE, PRODUCTION & DESIGN  
SEPTEMBER 2018 - AUGUST 2019

MERIT

### DISSERTATION EXTRINSIC AND INTRINSIC MOTIVATION FACTORS ON WELLBEING & WORK VELOCITY

- ◇ What are the key factors in low motivation within the context of video games production and what are the risks involved?
- ◇ What are effective methods to produce higher motivation & what is the effect of higher motivation on work velocity and emotional wellbeing?
- ◇ What are ethical production methods, and how can they support higher motivation and team wellbeing?
- ◇ Are there ways in which a producer should behave and conduct themselves with a team that facilitates better work from the team?

## additional experience

### SCHOOL REPRESENTATIVE

BIRMINGHAM CITY UNIVERSITY

SEPTEMBER 2018 - AUGUST 2019

- ◇ Liaised with students, faculty, university staff and student union, advocating the academic voice of students and referring any action points to faculty.
- ◇ 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 faculty tutors to understand and improve classroom conditions.
- ◇ Improved academic experience for subsequent cohorts by facilitating and empowering Student Academic Leaders within the school, contributing to the maintenance of 100% National Student Survey feedback for the school.

### SCHOOL REPRESENTATIVE

BIRMINGHAM CITY UNIVERSITY

SEPTEMBER 2018 - AUGUST 2019

- ◇ Contacted new and prospective applicants to the faculty courses, answering queries regarding university life, course content and providing reassurance.
- ◇ Attended Open Days, supporting the faculty staff with facilitation, being a friendly source of positivity, information and support for potential students and their parents.
- ◇ Provided support for potential students with disabilities, signposting to relevant resources and departments.

BA HONS INTERACTIVE ENTERTAINMENT DIGITAL ART  
SEPTEMBER 2016 - AUGUST 2018

1ST WITH HONOURS

SEPTEMBER 2016 - AUGUST 2018

1ST WITH HONOURS

- ◇ Project Manager for Doctor Who Motion Comic in collaboration with Red Bee Media
- ◇ Production Liaison for Xtreme Robot Destruction on Android, an AR enabled robot battler.
- ◇ Researched into UX improvements on mobile for applications such as Autodesk Sketchbook.

### ACCESSIBILITY FUNDAMENTALS

AUGUST 2020

MICROSOFT LEARN

### WOMEN AND GIRLS ON THE AUTISTIC SPECTRUM

AUGUST 2019

NATIONAL AUTISTIC SOCIETY

*People who know how to make games need to start focusing on the task of making real life better for as many people as possible."*

JANE MCGONIGAL