

Award winning designer and technologist with over a decade of experience creating technology-augmented games, consumer electronics, interactive artworks and immersive theatre.

## EDUCATION

BSc Product Design (hons), Brighton University, UK, 2005  
Copenhagen Institute of Interaction Design (CIID), Denmark, 2010

## EMPLOYMENT HISTORY

### INDEPENDENT DESIGNER

www.timburrellsaward.com  
2019 -

In 2019 I undertook two major projects. Return to Dark Tower is a connected tabletop game made in collaboration with Rob Daviau (Pandemic Legacy) and Isaac Childres (Gloomhaven), and is due to hit Kickstarter in January 2020. Working as Tech Lead I oversaw a team of designers, engineers, and developers to go from initial concept to manufacture. I also personally designed the titular tower. Return to Dark Tower is scheduled for release in Q1 2021.

My second major project of 2019 was an R&D program with internationally renowned immersive theatre company Punchdrunk, in partnership with the Royal Shakespeare Company. This research involved leading a team of artists, designers and technologists to explore how technology and game design can be integrated into experiential theatre. Phase two of the project is due to start in Q1 2020.

### FOUNDING TEAM MEMBER & LEAD DESIGNER, SENSIBLE OBJECT

www.sensibleobject.com  
2015 - 2019

As a founding member of Sensible Object, one of the world's foremost connected play games studios, I helped create critically-acclaimed games that fused hardware, software and electronics to create entirely new play paradigms. In four years we shipped three titles, raised \$5m in private investment and \$1m in crowdfunding, shipped over 50k units globally, grew to 23 employees and reached \$5m total revenue. Releases include Beasts of Balance (on shelves in Apple stores globally) and When In Rome (the world's first Alexa enabled boardgame).

In 2019 Sensible Object was acquired by Niantic (Pokémon Go, Harry Potter: Wizards Unite).

As the studio's lead designer it was my responsibility to ensure that its creative philosophies meshed with its business goals, and that both were embodied in its products. Alongside this my leadership duties involved process development, the implementation of a successful R&D program, stakeholder liaison, the creation of performance targets, trend analysis, strategic partnerships (both in design and manufacture) and team management.

### FOUNDER, EAST LONDON KINETICS (ELK)

www.elkworks.co.uk  
2010 - 2015

ELK was a cross-disciplinary tech-art practise creating digital/physical interactive public artworks typically consisting of physical installations containing embedded electronics and custom software layers. ELK projects had a strong tendency towards magic and play, mixing technology and narrative to provoke strong, positive emotional reactions from audiences.

Projects included physical visualisations of NASA deep space data exhibited at the Tate Britain, an award winning piece of immersive theatre performed at The Barbican, an eye tracking dentist chair for Hendricks Gin, a twitter-controlled pinata-destroying robot arm for Activision, and a giant talking throne for Kensington Palace.

My responsibilities included concept ideation and development, physical prototyping (hardware, software and electronics), project production, budget management, client liaison, risk assessment co-ordination, fabrication, construction and on-site installation.

## ARCHITECTURAL LIGHTING DESIGNER, VARIOUS

www.lightbureau.com + others

2006 - 2010

Upon graduating I spent four years working in architectural lighting design, designing large scale lighting schemes and fittings for global projects including urban master-planning, protected heritage sites, event lighting, commercial, residential and retail buildings.

My responsibilities included concept creation, 2d and 3d visualisation, industrial design, control system specification, technical report writing, budget management (to the £millions), production of calculations and generation of detailed CAD information.

## KEY SKILLS

Concept ideation, industrial design, prototyping, game design, user research, process design and project management (digital & physical, inc. mass manufacture).

## AWARDS

The Oxford Samuel Beckett Theatre Trust Award, 2014: The Body  
Indiecade Winner of the Technology Award, 2015: Beasts of Balance  
XOXO Official Selection, 2016: Beasts of Balance  
Shut Up & Sit Down Quinns' Corner Awards, 2016: Beasts of Balance  
Dice Tower Seal of Excellence, 2016: Beasts of Balance  
SXSW Gamer's Voice Award (nominated), 2017: Beasts of Balance  
Good Toy Guide Recommended Game, 2017: Beasts of Balance  
Parents' Choice Gold Award, 2017: Beasts of Balance  
Toy of the Year Finalist, 2018: Beasts of Balance  
Kids at Play Interactive (KAPI) Innovation Award, 2018: Beasts of Balance  
National Parenting Product Award (NAPPA), 2018: Beasts of Balance  
Toy of the Year Finalist, 2019: When in Rome

## SELECT EXHIBITIONS AND SPEAKING EVENTS

Wikipedia 10th Anniversary, London, UK, 2011  
Designersblock, London, UK, 2012  
London Design Festival, London, UK, 2012  
Kensington Palace, London, UK, 2013  
The Science Museum, London, UK, 2014  
The Barbican, London, UK, 2015  
EGX Rezzed, London, UK, 2015  
Selfridges, London, UK, 2015  
NN Contemporary Art, Northampton, UK, 2015  
Gamecity, Nottingham, UK, 2016  
The Tate Britain, London, UK, 2016  
PAX East, Boston, Massachusetts, USA, 2016  
UK Games Expo, Birmingham, UK, 2016  
Internationale Spieltage, Essen, Germany, 2016  
Electromagnetic Field Festival, UK  
SXSW, Austin, Texas, USA, 2017  
Indiecade Europe, Paris, France, 2018  
Gen Con, Indianapolis, Indiana, USA, 2018  
Artful Spark, UK, 2018