

Award winning London-based designer with over 10 years experience in technologically-augmented games, products & environments.

EDUCATION

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

EMPLOYMENT HISTORY

INDEPENDENT DESIGNER

www.timburrellsaward.com
2019 -

I am currently working with Rob Daviau (Pandemic Legacy) and Isaac Childres (Gloomhaven) on "Return to Dark Tower", a mechatronic, app-connected tabletop game to be published by Restoration Games and due to hit Kickstarter in Q4 2019. As Tech Lead on the project I am responsible for overseeing the hardware and software development, including working with freelancers in the fields of Unity development, mechanical and electrical engineering, art and sound. I'm also doing most of the hands-on industrial design myself.

In addition I have several self-initiated projects in development, the first of which will (hopefully) be released in time for Christmas 2019.

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 was involved in the release of three critically-acclaimed games based on original IP. In four years the studio raised \$5m in private investment and \$1m in Kickstarter crowdfunding, shipped over 50k units globally, grew to 23 full-time employees and reached \$5m total revenue in 2019. Releases include Beasts of Balance (on shelves in Apple stores globally) and When In Rome (the world's first Alexa enabled boardgame).

As Lead Designer I ensured that the studio's creative philosophies were embodied in the games we made and the way the community perceived us. Alongside this my leadership duties included internal and external team management, individual mentoring, process development, key stakeholder liaison, hiring, KPI creation and industry outreach.

For the initial release of Beasts of Balance (2016) I handled all physical aspects of the game (10 retail SKUs + Kickstarter limited editions), including 3d design, interaction design, prototyping, design for manufacture, factory liaison, cost management, QA, product safety testing and global logistics.

As Product Owner for the sequel "Beasts of Balance: Battles" (2018) I oversaw hardware and software teams in the development and release of seven new physical retail SKUs and an entirely new software release (iOS & Android, inc. ARKit integration). Teams were managed using a custom Agile+Waterfall framework, enabling hardware and software disciplines with disparate pipelines to work together efficiently.

I also hold Game Designer credits for the Battles release, a role that included the development of core loops and mechanics, pacing & flow, narrative, interaction design and player retention.

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.

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

OTHER STUFF

For several years I have helped with the Princes Trust organisation to teach disadvantaged young people new skills and to help them find work placements within the design industry. I'm also currently engaged in an ongoing Pro Bono project with UK based games charity Special Effect, helping them modify game controllers to give those with severe mobility-impairing disabilities the ability to play games.

In my free time I like to climb, draw and absorb as much pop culture as possible.

I currently live in London, UK with my Wife, Daughter and cats.

References are available on request.