

# Sophia Pretoria George

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## Skills

**Design** - I have been lead designer on two commercial projects and used various game engines such as Unity, Unreal Development Kit, Gamesalad, Gamemaker and Sony's PhyreEngine Level Editor. I am able to test and implement art assets, animations and carry out level designs with most engines.

**Art** - I have gained experience with Autodesk Maya, Mudbox, Flash, After Effects, Indesign, PhotoShop, Illustrator, Painter and Final Cut Pro, as well as having some traditional art skills.

**Other** – I have a lot of experience in working with young people, running workshops, public speaking, team management and dealing with press, including websites, radio and TV. I have also written for the Guardian website, Huffington Post and Develop Magazine.

## Awards/Recognition

- MCV's top 100 Women in Games 2013, 2015
- The List100 2014
- The Hospital Club's 100 most influential people 2014
- The Drum Designati Top 100 Designers 2014
- GamesIndustry International Innovation Awards 2014 (Nominated)
- BAFTA Breakthrough Brits 2013
- Develop Hot 100 2013
- Eastern Daily Press Future 50 2013
- BAFTA Ones to Watch Award 2012
- Dare to be Digital 2011

## Work

### **Dundee City Council & Abertay University (Oct – Feb 2015 )**

Developing and running game design workshops for 20 primary schools in Dundee, Scotland. Project included working with BBC Scotland to make an episode for an episode for their educational radio programme.

### **Abertay University (April – August 2014)**

Development on the 'Strawberry Thief' game designed at the Victoria and Albert Museum, working with a small team. I worked as game designer and managed the project.

### **Victoria & Albert Museum (Oct 2013 – Mar 2014)**

Game Designer in residence.

Role involves designing a game based on the British Galleries. I also ran game design workshops for various demographics and other events, including open studios and a games jam.

### **V&A Dundee (2013, 2014, 2015)**

Hosted an evening about making museums more playful as a part of the NEoN Digital Arts Festival.  
Working closely with events team for a major exhibition.  
Created V&A Dundee Christmas Card.

### **Swallowtail Games Ltd (2012-2014)**

Worked on iOS game Tick Tock Toys. Role included design, concepts, mechanics and overall vision of the game, team management, creating textures and UI, some 3D modelling and animations. Tick Tock Toys was featured on the App Store in over 40 countries.

### **BAFTA Games (2012, 2013, 2014, 2015)**

Workshops for BAFTA YGD  
Assisting talks at Eurogamer Expo and talking to general public about BAFTA.  
Panelist for careers event.  
A part of the BAFTA women in games working group  
Judging the Games awards for two years in a row.

### **Lady Geek (Oct 2013)**

Delivered a speech and Q&A at a girl's school and judged workshop activities.

### **Women in Games Jobs (Sept 2013)**

Panelist for the Women in Games Conference.

### **Telefonica – 'O2 Campus Party' (Sept 2013)**

Two talks about games at the O2 Arena. Other speakers included Nolan Bushnell and Jon Hall.

### **AimHigher (Mar 2011)**

Organising and teaching a games design workshop to A-level students

### **Real Projects (Jan 2010)**

Work placement at an e-learning company - Game designer, storyboard artist and 2D artist.

## **Education**

### **Post-Graduate (2011-2012)**

#### **Abertay University**

Professional Masters in Games Development – *Distinction*

I worked on three separate games with 3 teams throughout the year, creating game art assets. Platforms I worked on include PC and PlayStation Vita (In collaboration with SCEE).

### **Higher Education (2008-2011)**

#### **Norwich University of the Arts**

BA (Hons) Games Art and Design – *First with commendation*

This course was a mixture of learning about traditional art skills along with digital skills and learning about games design (design documents, communication skills, presentations, etc) My success with the Dare to be Digital competition and BAFTA helped this course become Creative Skillset approved.

### **Other**

GCSE Japanese – A\*

Japanese Language Proficiency Test Level 5 – Pass