

NEIL DAWSON

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www.neildawson.org

Microsoft Design Expo 08

INTERACTION DESIGN PRESENTATION CONCEPT VIDEO PROTOTYPING PHYSICAL COMPUTING 2008

Invited to represent the United Kingdom at Microsoft headquarters in Redmond, Washington with **Storymaker, Storyteller**, a pair of bespoke interactive objects designed to preserve my Grandfather's photographs and stories, while bridging the generational gap and physical distance between us. Presented to a large international audience and an industry panel including Bill Buxton and Joy Mountford. Awarded **Best End-to-End Design**.

"He speaks in the technology of his day and you view in the technology of your day and it's **seamless**, and that's **elegant**. I've not seen that before... so thank you."

Bill Buxton
Principal Researcher, Microsoft Research

How can video games transcend craftsmanship and become art?

ACADEMIC WRITING RESEARCH CRITICAL THINKING PROOF READING 2009

Dissertation discussing public acceptance of video games as a medium for art, examining conflicts in contemporary game design and developmental issues in common with emerging forms of the past. With input from Jonathan Blow, Steve Gaynor and Robyn Miller.

The full text can be read online or downloaded from www.neildawson.org/#dissertation

University of Dundee

INSTALLATION DESIGN EXHIBITION DESIGN SERVICE DESIGN PITCHING EVENT PLANNING & P.R. 2006 - 2010

Graduated from Duncan of Jordanstone College of Art & Design in 2010 with a **2:1** in Interactive Media Design (now Digital Interaction Design). Recipient of the **NCR Prize** for Level 1 Applied Computing (excellent grades) and **Medal for Interactive Media Design Level 1** (best-in-class).

Awarded **2nd Place Prize** and **Half-Blue** in The Enterprise Gym business plan competition 2009 for MyPlace, a conceptual service combining aspects of social networking and flat hunting websites to match users not only with potential flats, but with compatible flatmates.

Shortlisted for the **Best Stand Award** for our stall at New Designers 2010 in London.

Nested

INTERFACE DESIGN USABILITY ENGINEERING REQUIREMENT GATHERING HTML CSS JQUERY 2011

Designed an atypical web interface for a new venture (protected by NDA) resulting in the recent award of substantial funding. The UI has been extremely well received by investors and testers, and the service is due to enter private beta shortly.

Personal Profile

Born January 19th 1989, I moved from Kincardine, Fife to Dundee in 2006 for university study.

I have a large breadth of experience; in addition to those fields listed overleaf I have also tried my hand at graphic design, photography, t-shirt design, branding, 3D modelling, CD recording, mastering, authoring and art direction, amongst many other things.

I am an excellent verbal and written communicator with an abundance of transferable design skills and an eye for detail. Effective collaborating in interdisciplinary teams, I cherish the opportunity to use my skills in new areas, bringing a positive attitude and good sense of humour.

Above all I value **thoughtfulness** and **simplicity**.

References

Graham Pullin

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Ranald Duncan

Manager
The Counting House
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Education

University of Dundee 2010

Interactive Media Design BSc (Hons) 2:1.

Dunfermline High School 2005 - 2006

Advanced Higher: Computing A; Portfolio Art (awarded **Dux in Design**); Higher: Graphic Communication A, Maths B, English B, Computing B, Media Studies B, Physics C.

Contact

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for photographs, video and more information visit

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