

# SIMON WISCOMBE

Interactive Media Designer and Creative Coder

## CONTACT

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simonwiscombe.com  
@simonium

## WORK

2011 - Present

### Freelance Designer

Independent

2010 - Present

### Design, Media, and Games Consultant

2013 - 2014

### Designer, Game Master, Instructor

USC School of Cinematic Arts  
Los Angeles, CA

2011 - 2012

### Research Assistant / Designer

USC School of Cinematic Arts  
Los Angeles, CA

## EDUCATION

### Interactive Media Design, MFA (2013)

USC School of Cinematic Arts

### Aerospace Engineering, BS (2009)

University of California, Los Angeles

## AWARDS

IndieCade Impact Award, 2012  
USC Annenberg Fellow, 2010-2012

## SELECT PROJECTS

### Ty Segall's *Manipulator*

Interactive Music Video

### Rasputin Consulting Agency

Installation with DIY hardware

### Chronocards: WWI Edition

Card Game about the Causes of WWI

### Dr Scribb's Fantastical Card

### Combinatorium

Writing Game for Middle Schoolers

### Reality Ends Here

Media-Making Card and Networking Game

*Full portfolio at [simonwiscombe.com](http://simonwiscombe.com)*

## TOOLS

### Skills

Game Design; Experience and Interaction Design; Front-End Web Development; Rapid Iteration; Prototyping; Usability Testing

### Adept

Flash/Actionscript, Unity3D, Processing, Arduino, HTML5/CSS, Photoshop, Illustrator, InDesign, Wordpress

### Comfortable

OpenFrameworks, github, Javascript

### Learning

PHP, Maya, Oculus