

Liam Gregory

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About me:

Hey. My name's Liam, and I am an aspiring Community Manager. I have experience in both team and self-driven projects and have a focus on communication, both within and outside of the team. Seeing a positive buzz within a community is what makes me happy and drives me to continue to improve within my field.

Skills and Qualities:

- Driven and motivated to hone my craft and learn new information/methods.
- Able to understand and pick up new methods quickly.
- Experienced with Twitter, YouTube and Discord.
- Have knowledge of Twitch, Instagram and Wordpress CMS.
- Experience in Unity, Twine and Inky.
- Basic level of understanding in Photoshop and other Adobe Suite products.
- Experience with the Agile and Scrum methodology.

Achievements and other experience:

- Successfully ran two YouTube channels.
- Raised £2500 for Macmillan by participating in a 24-hour gaming livestream with three friends.
- Helped upload over 400 students work for the Falmouth Summer Showcase using Wordpress.
- Worked in 3 different cafes/ restaurants, focusing on giving a quick and friendly service to customers.
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Education:

- 10 GCSEs including an A in Maths and English.
- Distinction for both Level 3 and Level 3 Extended Diploma in Game Design.
- Predicted 2:1 from Falmouth University in BA Game Development: Writing.

References available upon request.

Projects and Experience.

MetaSolaray

- Community Manager for MetaSolaray, a League of Legends Twitch streamer.
- Run Meta's Instagram, which gained 125 followers in the first year.
- Moderate his Discord of nearly 800 members and Twitch chat with over 60 concurrent viewers daily.
- Consult with him and other moderators on ways to improve his reach and content.
- Wrote a [report](#) in November 2020 analyzing his brands and highlighting potential growth spots.

Glow:

- Lead Narrative Designer.
- Ran a team Twitter and Itch.io page, providing updates and playtests for the public.
- Collected feedback from playtests and compiled it into a presentation slide deck for the team.
- Created and implemented dialogue, journals, and other written material within the game to add lore.
- Created documentation for the team to refer to.
- Communicated with an outsourced audio designer on audio effects and voice manipulation.
- Prototyped early level and narrative concepts in Twine, and playtested them, focusing on the participants emotions.

Rise of the Kral'dyr:

- Solo project created in Twine over an eight-week period.
- Created a brief to refer to, with a week-by-week plan of action and a hierarchy of tasks based on importance to the project.
- Documented research and design processes as I created the game.
- Playtested and gained feedback on design choices, both with peers and with members of the public.
- Created a small character customization after noticing a lack of them in other Twine products on Itch.io.

