

EMMA HENRY - CV

Personal Profile

A highly experienced and driven individual; with an appetite for learning and a passion for gaming.

I have been working in games and EdTech for 7+ years building up an impressive set of skills and expertise in the creative design and production of educational experiences. I'm currently looking for a new and exciting challenge to get my teeth into, using my unique skillset. If you need someone to dive in with their superhero cape to put out fires, unblock bottlenecks and rescue you from stakeholders I am your woman.

Highlighted Skills

- Agile and Scrum software development methodologies.
- Design and implementation of Games, Gamification and Digital Strategy.
- Management of **multidisciplinary teams** across multiple locations globally.
- Project Management and implementation.
- Branding and Marketing Strategy.
- Design and Business specifications.
- Adobe Suite
- Quality Assurance management
- Digital Strategy
- Mentoring junior members of the team
- Keeping relationships with clients and suppliers
- Jira, Redmine, Pivotal Tracker, Trello

Education

NextGen Skills Academy

NextGen Aspiring Women – Professional & Personal Development Course
[Sept 15' – Jan 16']

ISTQB Certified Tester & Agile

[July 15']

University For the Creative Arts

BA Digital 3D Design 2:1
[Sept 05' - June 08']

Work History

Senior Producer/Operations Manager & Advisory

Trippy Panther

[Aug 20' – Current]

- Full production cycle of a CBD Ecommerce business, taking into consideration the challenges of a CBD based product.
- Lead the development of the online platform.
- Marketing campaigns, Design and logistics of the brand.
- Worked with outsourcing companies on the final product.
- Implemented the creative vision of the brand.
- Expert in managing internal/external development teams.
- Creation of technical & design specifications alongside the development team.

Creative & Digital Production Consultant

EdTech Lobby

[Apr 16' – Current]

Created to help nurture companies within the EdTech community to grow their brands and succeed in their ambitions. My role is to provide help with creative direction and digital strategy.

- Mentoring start-ups and CEO's to help them reach their potential.
- Provided advice on various subjects such as;
 - Game & Gamification design
 - Digital strategy (inc LMS)
 - Brand Identity
 - Project Management
 - QA
 - Software & product development

Creative Director & Head of Production

Picaro World Ltd

[Apr 16' – Jan 21']

Picaro English became a fully independent company and I took on the role as Creative Director.

- Lead cross-functional, multidisciplinary teams worldwide to develop and execute projects, from LMS/software development to the adaptation of our print content for the MENA market.
- Design and implementation of educational games and gamification features.
- Management of creative content, including Illustration and graphic design with Adobe Illustrator & In-design.
- Management and creation of marketing strategy and materials.
- Cultivated and maintained relationships with clients, outsource teams, stakeholders and distributors.
- Spearheaded product launches and events at events such as Frankfurt Book Fair, BETT Show and London Book fair.
- Took leading role in Picaro from being a project within the Kaplan Corporation to being its fully independent limited company present in 54 countries.

Additional

A WIGJ Ambassador

[From 2020 onwards]

I remember what it was like for me starting out in my career path, I found it hard to find support and did not know where to go to for advice. The WIGJ Ambassador scheme has been a great way for me to give back to the industry and community in helping individuals to achieve their career goals. I have been taking part in mentoring other women wishing to create a career in games.

VGA Mentoring Scheme

[From 2020 onwards]

I also participate in this mentoring scheme that provides opportunities for 1 to 1 mentoring. I take on a couple of clients a month and help them with whatever they need advice for.

Contact Details

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QA Lead & Games Design (Agile Project Management)

Kaplan Digital English

[Feb 15' – Apr 16']

Promoted to QA lead and took on the task of implementing Gamification and Game Design to "Picaro English" and "Lost in the Jungle" products. Also took on additional digital design responsibilities.

- Management of the external the development team based in Hungary, using Scrum methodologies.
- Design and implementation of educational games and gamification features.
- The Americanisation of print content, including Illustration and graphic design amends.
- Responsible for all in-house test management of all digital products.
- Working alongside the CTO in the creation of a new LMS platform.

QA Tester & Games Design

Junior QA

[Aug 14' – Feb 15']

Kaplan International

[Feb 14' – Aug 14']

- Provided QA testing and support for Kaplan International's portfolio of ESL products.
- Promoted within the year with additional roles and responsibilities including;
 - Test management – Creation of test plans, cases and strategy.
 - Testing of ESL Products – K+ Online platform.
 - The redesign of two ESL games (Lost in the Jungle & Picaro)
 - Gamification implementation and consultation.

Compliance Games Tester

VMC Testing Labs

[Jan 13' – Jan 14']

- Certification testing (Xbox TCR) of multiple Xbox titles and applications.
- Black Box testing of multiple test cycles each day.

Glassfrosting.co.uk

Freelance Art-worker

[Jan 13' – Jan 14']

TA1 GTOE – Xbox Live

Microsoft Studios – Xbox

[Mar 12' – Dec 12']

- Worked on the titles "Fable: The Journey" and "Sesame Street TV" for Xbox 360.
- Certification and functional software testing.

Double Six Games

QA & Games Development Internship [Jan 12' – Mar 12']

- Initial introduction to games development and QA Testing.
- Worked on the AAA title "All Zombies Must Die"

Primark

Retail Operative

[Dec 08' – Mar 12']