

# SIMON WISCOMBE

## INNOVATION THROUGH DESIGN

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### PROFESSIONAL

#### FREELANCE

DESIGNER AND CONSULTANT (2018 – CURRENT)

- *Helping companies innovation through design thinking.*
- *Developing, prototyping, and testing holistic end-to-end experiences.*

#### CREATIVE PLAY LAB, LEGO

DESIGN MANAGER (2018)

- *Researching and mapping strategic opportunities for CPL.*
- *Leading multidisciplinary teams to prototype and test new experiences.*
- *Designing new business models and pilot processes.*

SENIOR DESIGNER (2016 – 2017)

- *Design Lead on projects to develop products from brief to pilot.*
- *Researching trends and new tech toward direction recommendations.*

DESIGNER (2015)

- *Developing new and innovative products for the LEGO Group.*
- *Coordinating and collaborating with multidisciplinary teams.*

#### UNIVERSITY OF SOUTHERN CALIFORNIA

RESEARCH ASSOCIATE, GAME INNOVATION LAB (2013 – 2014)

- *Designer and Producer of school-wide project making game*
- *Taught game design at graduate and undergraduate level.*

### EDUCATION

#### INTERACTIVE MEDIA DESIGN, MFA

SCHOOL OF CINEMATIC ARTS, UNIVERSITY OF SOUTHERN CALIFORNIA. 2013

#### AEROSPACE ENGINEERING, BS

UNIVERSITY OF CALIFORNIA, LOS ANGELES. 2009

### SKILLSET

Innovation Strategy

Design Leadership

Service Design

Experience Design

Game Design

Research

Storytelling

Rapid Prototyping

Usability Testing

Public Speaking and Presenting

### TOOLS

Design Thinking

Adobe Creative Suite

HTML/CSS/JS

Unity3D

Physical Prototyping

Scrum and Agile

Business Model Canvas

Post-its. Oh god lots of Post-its.

### RECOGNITION

2018 iF Design Award

2012 IndieCade Impact Award

2012 IGDA SxSWi Scholar

2010–2012 USC Annenberg Fellow

### REFERENCES

Available upon request.