

Stephen Cosgrove

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Personal Statement

I'm a hardworking, enthusiastic, and creative writer with excellent communication skills and a high standard of English. I've got a proven ability to hit daily and weekly targets, and I work well as part of a team, or when self-directed. I've been playing games as long as I can remember, and writing since I learned how. My university degree covered game design and industry history, 3D modelling, texturing and animation, and I've also got experience with video editing and sound design as part of my independent film career.

Recent Employment History

July 2012 – Present: Ninchilla Films, Ltd.

Writer/Producer/Director

As Ninchilla Films, I've written, produced, and directed a number of short films, including “The Local”, starring Irish Film & Television Academy Award winner Martin McCann; co-directed the short film “Half Full”, an Official Selection of the 2014-15 Nikon European Film Festival; and my screenplay “Goodhope & Thorne” is currently a quarter-finalist in the 2014-15 Fresh Voices Screenplay Competition.

December 2007 – April 2012: Blizzard Entertainment Ireland

Game Master

As a GM, I handled in-game customer support tasks – dealing with customers' issues via both in-game chat tools & email; investigated reported breaches of game policy; and reported bugs to the development team for resolution. The job required a high degree of accuracy and consistency, and had target requirements for both number of issues resolved, and player satisfaction.

Education

June 2006: University of Teesside, Middlesbrough

BA (Hons) Creative Digital Media (2:1)

To June 2001: Rainey Endowed School, Magherafelt

3 A-Levels: Mathematics, Physics, Technology & Design

9 GCSEs: Business Studies, English, Mathematics, Additional Mathematics, Biology, Chemistry, Physics, Technology, French.