

# Zach Mason

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## Design Résumé

Currently I am...

- **Creating** accessible **games** as a PhD Researcher through **Co-Design** with **blind** and visually impaired people in **partnership** with sight loss charities.
- **Presenting funded** research internationally to a diverse range of **researchers** and **industry experts** as part of multiple Design Research projects.



### Skills:

Projection Mapping, 3D Modelling, App Prototyping, Cross-Functional Teams, Presentation Planning and Giving, Receiving and Giving Feedback, Good Listening and Communication, Blender, Game Design, Adobe Creative Suite, JavaScript, Rapid 3D Prototyping, Video Editing, Graphic Design, Accessibility Design, Ability to Meet Deadlines, Interaction Design Trained, Co-Design, Workshop Facilitation and Planning, Teamwork, Wireframing, Digital Agility, Marketing, Publishing, Writing Effectively, Coding.

### Employment History

#### Educator at Lancaster University

**NOVEMBER 2020 — PRESENT**

- **Teaching** undergraduate university students Rapid 3D Prototyping and Production, 3D Modelling, Coding and JavaScript through Good Communication, Listening and Presentation.
- **Training** masters students from UCL in 3D Modelling, Texture Mapping, Texturing, Texture Baking, Blender and Light Baking using Workshop Planning and Facilitation, Good Listening, Communication and Presentation.

#### Video Editing Teacher at Camp Horizons

**MAY 2017 — AUGUST 2019**

- **Teaching** children ages 4-17 Video Editing, Coding, JavaScript and Animation using Good Listening and Communication, Presentation Planning and Giving, Digital Agility and effectively Giving Feedback.

### Education

#### PhD Accessible Design Research at Lancaster University

**NOVEMBER 2020 — PRESENT**

- **Facilitating** and **planning** accessible workshops for blind and visually impaired participants using Good Planning, Teamwork, Cross-Functional Teams, Listening and Presentation Giving skills.
- **Creating** and **presenting** accessible games through Game Design, App Prototyping, Good Communication and Presentation.
- **Publishing** and **presenting** papers on my research at international conferences (CHI'22, DRS'22 and DiGRA'22) by Writing Effectively, Marketing, and Good Presenting.

#### Ba(Hons) 1<sup>st</sup> Interaction Design at Glasgow School of Art

**SEPTEMBER 2016 — JULY 2020**

- **Designing** varied projects with **tight deadlines** such as App Prototypes, Projection Mapped Experiences, Games Controllers, Graphic Branding or Animations learning Digital Agility.
- **Collaborating** using Rapid Prototyping, Good Planning, Teamwork, Wireframing and Cross-Functional Teams skills.
- **Presenting** projects, showcasing proficiency in Listening, Communication, Presentation Planning and Giving and Ability to Meet Deadlines.

References available upon request