John Foxwell, PhD

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Before transitioning to game development, I was an academic specialising in cognitive narratology. I've always been passionate about creating games, but first I wanted to understand how and why people become immersed in fictional worlds. My particular area of research therefore not only provided me with a solid grounding in the concepts underpinning narrative structure, character development, etc., but also gave me an understanding of the cognitive mechanisms behind perception, agency, and imagination, and how players create personal stories even in games that do not appear to provide a ready-made narrative.

I am accustomed to working on interdisciplinary teams and working independently, and am adept at learning new skills quickly. I have created and released my own games, and have at least some familiarity with visual scripting in different engines.

Previous Projects

INFINITE NIGHT: THE CUNNING PRINCESS

Adventure/mystery point & click game made in Unity. Entirely a solo project, with all art and music created from scratch. Sold to and published on armorgames.com in Dec 2022, with a current rating of 88% and over 30,000 plays. https://armorgames.com/infinite-night-the-cunning-princess-game/19314?fp=ng

Employment

2023

RESEARCH ASSISTANT, INSTITUTE FOR MEDICAL HUMANITIES

Aiding in study design, coding, and implementation, conducting market research, and copyediting a collected volume of essays.

2021-22

EDITORIAL ASSISTANT, DURHAM UNIVERSITY

Copyedited and contributed to a multi-authored collection of essays, and edited and produced content for an app for people who hear voices.

2018-20

POSTDOCTORAL RESEARCH AND ENGAGEMENT FELLOW, DURHAM UNIVERSITY

Conducted both independent and collaborative research with an interdisciplinary team; published several papers in high-profile journals; designed and co-hosted a series of creative writing events; edited and produced content for project websites, and served on the Editorial Board for understandingvoices.com.

2015-19

TEACHING ASSISTANT, DURHAM UNIVERSITY

Conducted first-year tutorials, assessed coursework and provided constructive feedback, and marked exams.

Education

2014-18

PHD, DURHAM UNIVERSITY

Interdisciplinary research into experiential modalities (perception, imagination, hallucination, dreaming, etc.), focusing on agency and immersion. Funded by Durham University.

2013-18

MA IN ENGLISH LITERATURE, DURHAM UNIVERSITY

Distinction, with a dissertation on the narrative structure of detective fiction. Funded by Durham University.

2013-18

 $BA\ \mbox{in}\ English\ Literature,\ Durham\ University$

First-Class Honours.

Skills

- Basic C# and Unity; Twine
- Krita, Adobe Photoshop, Corel Painter
- Cakewalk (DAW), Audacity
- MS Word, MS Excel, MS Powerpoint