

Hello! I'm **Thomas Grové**; a **designer** *with* diverse creative industry expertise.

I'm available for creative and strategic
consultation and collaboration.

PASSIONS

My professional goal is: **improving the world through better design**. If you represent a product, brand, or organization that needs fresh ideas and human centric improvements, then we should talk.

I love making things and making things happen! I'm well versed in product development and especially enjoy **strategy**, **creative direction**, and **prototyping**. I'm habitually on the lookout for win-win situations and like getting the right people together to make business happen.

To keep my design skills sharp, I explore my creativity and fitness through my hobbies including: photography, film making, music composition, graphic design, fashion design, zen meditation, martial arts, dancing, playing games, and adventure sports like rock climbing.

I also produce an event series under the moniker **dxSaigon** (or Design Exchange Saigon) where creative professionals and students from different creative fields can come together to **share**, **inspire**, and **network**. There have been three **DX** events thus far with themes including "**Design in Vietnam**", "**Creating Spaces**", and "**Design is Delicious**".

WORK EXPERIENCE

I've been in the trenches on teams of two and teams of 60. I've led small teams of six and been the head of a 90 person design department spanning four studios. For me **design is all about providing solutions**, regardless of scale or industry.

Gameloft / Vietnam Creative Director

Unity Technologies / Worldwide Marketing Communications and Events Manager

Sirlin Games / Product Development, Business Development

Studio Interrupt / Founder, Consulting Designer, Documentary Film Maker

Core Talent Games / Founder, Strategist, Talent Scout

Sega Studios / Senior Systems Designer

Stormfront Studios / Lead Combat Designer

Backbone Entertainment / Associate Producer, New IP Pitch Development Designer

Mythryn / UX and Interaction Designer

GAME DEVELOPMENT

Even though I'm interested in all design fields, a significant portion of my experience is in videogames. I've **shipped titles on every major platform** including:

Catch That Dragon! (iOS, Android)

Yomi (a physical card game)

Kongai (Web - Kongregate.com)

Iron Man 2 (Xbox 360, PS3)

Sega Genesis Collection (PS2, PSP)

Capcom Classics Collection (PS2, XBOX, PSP)

The Spiderwick Chronicles (Wii, Xbox 360, PS2, PC)

Shrek SuperSlam (PS2, XBOX, Gamecube)

Michelle Citron's Cocktails & Appetizers (PC/Mac)

MORE INFORMATION

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