For the last 25 years I've been working at the interface between the animation, computer games, and more recently VFX industries and Higher Education, to try and get better and more relevant talent out there to feed the UK's creative industries.  
  
It started in the 90's when I found I was good at communicating complex industry processes to students and lecturers alike, and interpreting higher education to industry too! I started teaching at Central Saint Martins and then designed and became the first director of the London Animation School (now assimilated into the UK's University of the Arts' postgraduate offer)  
I then designed and became director of the UK's first Compositing and VFX short course training center (part of the UK's National Film and TV School) called the Finishing School in '99...   
As technology moved on so did I. After 4 years in Cambridge bringing the computer games industry and education together I returned to London to join Creative Skillset as the Computer Games, Animation and facilities manager.  
  
My energetic approach promoted me to Head of Development running a great team who built future qualifications, apprenticeships, courses and skills solutions for the whole of the Creative Media, Advertising, Fashion and textiles and Publishing sectors.   
  
After almost 6 great years at Creative Skillset, I've become Course Leader in VFX at Norwich University of the Arts, designing a new kind of VFX degree course, attempting to put my money where my mouth is and create industry-centric talent who can think on their feet and innovate.