

Ric Cowley

Location: Sheffield, South Yorkshire

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About Me

I am an experienced writer looking to use my skills to create interesting and exciting content. I am hard-working, reliable, and comfortable working in a team or on my own, in-person or remotely.

Education

BA (Hons) English Language degree from Lancaster University, 2:1 grade

Relevant Experience

Editor – Project N, games marketing agency, November 2021 – present

Full-time marketing role. Overseeing operations of the editorial cell, managing a small team of copywriters assisting with content creation across the company. Writing and editing copy across a variety of mediums for clients such as Riot, Red Bull, Amazon Games, and Epic Games. Creating content plans for new and existing partners, and pitching content to potential clients. Delivering commercial/sponsored content for PCGamesN, Pocket Tactics, and other O&O websites. Writing copy and creating assets for internal marketing.

- **Deputy Editor – Project N**, September 2020 – November 2021

Editor, PocketGamer.biz, B2B gaming website, December 2019 – September 2020

Full-time editorial role. Overseeing day-to-day running of the website and a small editorial team, editing articles and commissioning stories by staff and freelancers. Setting out coverage plans and targets. Tracking website analytics and social media to identify areas for traffic growth. Building relationships with PR and games studios. Hosting panels and tracks at large-scale conferences. Working with clients on paid commercial content.

Digital PR Executive, Fractl UK, marketing agency, March 2019 – December 2019

Editor, Pocket Gamer, B2C gaming website, February 2018 – March 2019

PocketGamer.biz, B2B gaming website, October 2015 – February 2018

- **Deputy Editor**, September 2017 – February 2018
 - **News Editor**, August 2016 – September 2017
 - **Staff Writer**, October 2015 – August 2016
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Additional Skills

Full UK driving license and passport

Good working knowledge of Microsoft Office, WordPress, Google Suite, Asana, Trello, Slack

Other Interests

I make narrative-led games by myself and contribute to games by independent developers, including **Lovingly Evil** (Metacritic: 77) and **Idol Manager** (Metacritic: 73). One of my games, **I Cheated On You**, was the focus of an essay in the book **Critical Hits: An Indie Game Anthology**.

References available upon request