

LAURENCE OWEN

Email: laurence@improvlaurie.co.uk

Mob: +44 07973 843476

Education

2018 - 2021, **University of Leeds, BA Theatre and Performance, Expected Grade 1:1**

Performance Perspectives, Stage Management, Interpreting Theatre History and Performance, Theatre Directing, Creative Practices, Interpreting Theatre And Performance Histories, Performance Design, Collaborative Project, Social Choreography, Independent Practice, Business And Enterprise, Independent Research Project.

2014 - 2016, **Bilborough College**

Theatre Studies (A*), Creative Writing (A*), Computing (A)

2009 - 2014, **Alderman White School**

11 GCSES, Grade A*-B

Relevant Degree Project Work

2021, **Undergraduate Dissertation**

- Undertook autoethnographic research examining the processes of cultural interpretation that go into playing self-authored LGBTQIA+ characters in Table-Top Roleplaying Games (TTRPGs).
- Conducted a literature review of historical queer representation in TTRPG literature and community practices.

Skills Developed: Autoethnographic Research, Academic Scholarship and Conventions, Historiography

2021, **Independent Practice**

- Wrote, produced, performed, designed and operated audio-visually for an online one-man show, about coming to terms with my trans identity, during the first lockdown of COVID-19.
- Synthesised personal experiences, and contemporary theories of trans identity, to create a script that intersected the private with the political.
- Innovated using Zoom's videoconferencing platform, to create digital aesthetics of isolation that supported the narrative themes of the piece.

Skills Developed: Playwriting, Theatrical Production R&D, Production Design

2020, **Performance Project 2**

- Lead designer on an online, audio-based, interactive experience, inspired by an exhibition at Leeds Art Gallery. The work was supposed to be an in-person performance, but was cancelled part way through R&D due to COVID-19.
- Displayed creativity and resourcefulness in redeveloping the essence of the live performance to work as an online game.
- Created graphics for the game using photomanipulation.
- Programmed the artwork using Construct 2 and CSS, distributed it using itch.io.

Skills Developed: Visual Programming with Construct 2, Audio Art, Photomanipulation with Krita

2019, **Performance Project 1**

- Lead Sound Technician on an immersive theatre experience.
- Designed an audio system that routed different channels of sound to different sets of wireless headphones, through QLab.
- Systematized logistics of show into a paper handout. Handout co-ordinated cast and crew, and allowed show to run smoothly.

Skills Developed: Audio Engineering, QLab programming, Sound Operation, documentation.

Relevant Work History

2021- Present, **Corporate Applied Improvisation Practitioner, Freelance, UK**

- Specialist in working with remote teams who use videoconference software.
- Apply principles of theatrical improvisation to the new digital workplace, empowering managers and employees in remote positions to work effectively and healthily.
- Consult with clients to produce workshops tailored to the needs of their team.
- Deliver workshops with an emphasis on fun, and creating a positive and meaningful change to Employee Experience.
- Associate of *The Offer Bank*, who provide corporate creativity training. (Reference: Victoria Hogg, see end of CV for contact details.)

Skills Developed: Customer Service, Corporate Coaching, Employee Experience, Post-COVID-19 Working Practices

2020 – Present, **Remote Videoconference/Livestream Technician, Freelance, International**

- Specialist in Zoom meetings/Webinars, StreamYard, Restream.
- Manage technical aspects of videoconferences for workshop facilitators and online events.

Skills Developed: Videoconference Technology, Livestreaming Production, Virtual 'Floor Management'

2020, **Zoom Theatre Technical Director, Lace Market Theatre, Online (Nottingham-based)**

- Devised a technical framework to provide sound and visuals for a radio play conducted on the 'Zoom' videoconferencing platform.
- Solved technical problems in rehearsals, and during the show.
- Wrote user guides on best 'Zoom' etiquette for cast and audience, designed for senior citizens, and people with low computer literacy.

Skills Developed: User Documentation, Digital Skills Education, Videoconference Technology

2019 - Present, **Games Demonstrator, Esdevium Games Ltd., Nottingham/Leeds**

- Explain selling points and rules of boardgames to adults and children, at retail outlets.
- Advise about current boardgames on market, and guide customers towards a suitable product.
- Keep track of number of boardgame demonstrations conducted, to feed back to Esdevium marketing statistics team.

Skills Developed: Communication, Product Pitching.

2018 - Present, **Head of Improv, Leeds University Union Comedy Society, Leeds**

- Wrote an improvised theatre learning curriculum from scratch, incorporating notes from previous training, and a broad range of literature on improvisation.
- Teach improv sessions every week, training participants in communication, compassion and creativity.
- Hold a position on Comedy Society committee, and participate in meetings where I report back on progress of improv group, welfare concerns, and ticket sales.
- Organise advanced weekend workshops with guest teachers.
- Create advertising materials using Canva, and publicize workshops on social media.

Skills Developed: Adult Education, Social Media Advertising, Events Management, Canva Graphic Design.

2018 – 2019, **Presenter/Researcher, 'The British Comedy Reserve' Podcast, Nottingham**

- Research and discuss cult British comedy television shows for an interview podcast format.
- Present research in an entertaining way, for an audience of comedy enthusiasts.

Skills Developed: Research, Presentation.

Additional Work History

2017 - 2018, Youth Theatre Co-Director, Lace Market Theatre, Nottingham

- Enabled a group of young people to create an original piece of theatre.
- Ran warm-up games, and encouraged creativity, teamwork, and focus.
- Organised and ran rehearsals.
- Cued show's technical elements using Show Cue System.
- Managed a budget, bought props from local shops, and crafted others.

Skills Developed: Workshop facilitation, rehearsal scheduling, Show Cue System programming, sound and lighting operation, prop sourcing, budgeting.

2017, Programming Workshop Co-ordinator, The National Videogame Arcade, Nottingham

- Wrote a worksheet with creative writing and videogame programming tasks, tailored to beginners.
- Coached participants to create a game premise, and program their concept.
- Evaluated workshops with feedback forms, and used information to improve subsequent workshops.

Skills Developed: Workshop Management, Participant Feedback Gathering,

2016, Cabaret Director, Bilborough College

- Pitched show concept to theatre department: A non-auditioned community cabaret, to give theatre opportunities to people rejected by college musical.
- Organised performers via social media.
- Designed, illustrated, and distributed posters, tickets and flyers.
- Scheduled rehearsals around lesson times.
- Bought and co-ordinated refreshments for cast, crew and audience.

Skills Developed: Pitching a show, graphic design, social media marketing, rehearsal scheduling, stage management, theatrical company management.

Interests and Achievements

Dungeons and Dragons – Weekly, I play a story-driven boardgame with a group of friends. The game is set in a fantasy land, and players interact, and solve mysteries, as characters.

Improv Comedy – I perform comedy with improv group 'The Vox Pops'. Every show, I get on stage with a group of performers, and, based on audience suggestions, we improvise a 30 minute sketch show.

References

Personal Tutor: Amelia Knowlson, A.Knowlson@leeds.ac.uk +44(0)113 343 8717

Associate Employer: Victoria Hogg, victoria@theofferbank.co.uk