

# POLYDINA FLYNT

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Creative Technologist | Writer | Game Designer | Filmmaker | Cartoonist

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## SUMMARY

Multidisciplinary artist, designer, and writer with over 30 years of experience spanning fiction, game development, animation, and digital arts. Known for crafting immersive narratives and collaborative worldbuilding across interactive and visual media. Currently developing novels, theatre + digital theatre, screenplays, video games, TTRPGS, open-source world-building, zines, and cross-platform storytelling projects under the creative identity Polydina Flynt.

## PROFESSIONAL EXPERIENCE

1993 – Present | Independent Artist & Narrative Designer

Polydina Flynt | Web Toon Design

- Created fiction, screenplays, and graphic novels across formats: film, animation, and digital zines.
- Designed and developed immersive level and game environments, assisting indie studios with narrative design and worldbuilding.
- Collaborated on film productions and web series with responsibilities including art direction, storyboard layout, and script support.
- Active in educational gamification and interactive storytelling for web and spatial media.

2021 – Present | Digital & Spatial Designer

- Projects include animated series pilots, narrative websites, and experimental XR experiences.

## EDUCATION

Bachelor of Applied Arts – Creative Writing & Screenwriting

Whitireia Polytechnic, Wellington, NZ | 2008–2011

Merit in Short Fiction

(degree-level) Diploma of Art and Creativity – Honours in 2D Digital Art & Cartooning

The Learning Connexion, Lower Hutt, NZ | 2011–2013

Certificate in Television, Theatre and Radio

Aoraki Polytechnic, Dunedin, NZ | 2000

+ Literacy Tutor Training – Literacy Aotearoa, 2001

## **SPECIAL PROJECTS**

2026

- High School Hustler | in-movie (fake) Indie Video Game
- SkillTree Taxidermy Cosplay #1 | Zine
- Two Guys Start an Innovation Business | Animated Series Pilot
- Destined for Perfection | novel
- Story of the Feldlings | TTRPG
- Lucid Dragons Vol. 1 | Graphic Novel

2025

- nerdCulture: Coffee and Conversations 1 | Zine
- The Awkward Punk's Focus Thought Revolution | Zine
- The Mortal Report | Feature Film
- Developer Journey 1 | Zine
- Untitled Fake Biopic | Freelance Game Writing for AnzirTech
- Awkward Dragonspeaker | webcomic
- Shards of the Wall | TV Pilot (multiverse in one series)

## **HONOURS + PUBLICATIONS**

2023 – Artist Close-up | Contemporary Art Magazine, Issue #8 (as Polydina Flynt p73)

2012 – Mentorship Award | NZ Society of Authors (with Barbara Else)

2003 – Theatre of the Mind | 'Hollow Life' as Mike Benson, Noble House

2003 – Nocturnal Lyric | 'The Thorns of a Black Rose' as Mo Benson

2002 – TVNZ callback

2001 – Fire Child | Collection of NZ Poetry & Prose, Media Publishers Ltd

## **SKILLS**

Creative: Fiction & Screenwriting, Toy/Game Design, Zine Writing, Narrative Worldbuilding, Visual Storytelling

Technical: HTML, Python, JavaScript, WordPress, Interaction Design, Digital Art

Production: Animation Direction, Budgeting, Recruiting, Theatre & Film Crew Management

Communication: Review Writing, Tutoring, Workshop Facilitation, Literary Mentoring

REFERENCES AVAILABLE UPON REQUEST.