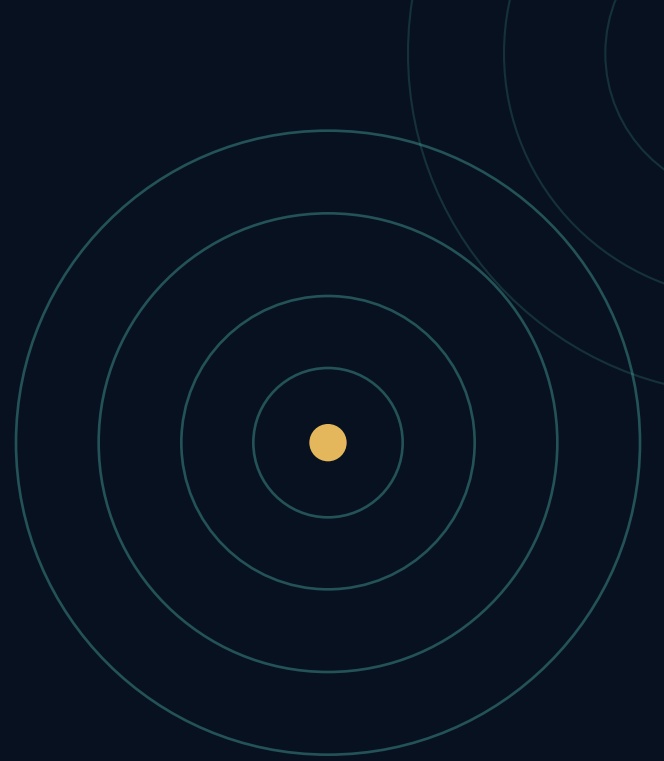


Kyle Figard

Creative Collaborator



I am a multidisciplinary creative who works with creators and teams to develop imaginative projects. I bring worldbuilding, narrative, systems, symbolism, identity, culture, and belief to the work - contributing ideas, developing material, solving creative problems, and helping each project become more coherent and fully itself.

SELECTED WORK

01	Otri	WORLD BIBLE
02	The Arcanum	DEVOTIONAL PHILOSOPHY
03	The Pagan Deck of Cards	SYMBOLIC CARD SYSTEM
04	Sleepy Gods	MYTHIC-FANTASY NOVEL
05	Ma'a	ELEMENTAL STRATEGY GAME
06	Do You Speak Future?	PUBLISHED COLLABORATION

Creating has always felt as natural to me as breathing.

Curiosity opens the path. Play lets me wander. Craft asks me to choose, refine, and finish.

I can picture worlds and inhabit them, turn an idea around through different perspectives, and follow it until it opens into something larger. If I could arrange my life around one thing, it would be this: feeding that imagination, strengthening it, playing with it, and letting it move through whatever form the idea asks for - books, games, worlds, images, objects, or something I have not made before.

Curiosity keeps that inner world alive. I rarely stay inside the borders of one subject. Religion opens into history, mythology, philosophy, ritual, culture, and symbol. A game mechanic becomes a question about relationships; a character begins to reveal a society; an image can suggest an entire world.

I do not want to collect influences and leave them sitting beside one another. I want to stay with the question until the relationships beneath it appear and the scattered pieces become one living thing with its own logic.

I think of much of what I make as functional art. Beauty matters to me, but I want it to do something: make a world inhabitable, let someone feel an idea through play, give collaborators a foundation they can build from, or make complex meaning clear enough to carry forward.

The result should be useful, yes - but also alive, a joy to enter, and fully itself.

FOUR PRINCIPLES

01

Find the heart

02

Follow consequences

03

Protect identity

04

Leave room to grow

Otri

A post-collapse world where aether has limits, ruins belong to no one, and biomechanical Companions are people.

ROLE / CREATOR AND WORLDBUILDER



THE PROJECT

Otri is set in a Second Age rebuilt around sufficiency, ecological reciprocity, shared dignity, and local resilience. Aether joins science and magic, but every body, habitat, material, and mechanism has finite safe throughput. Adventure therefore means reconnecting places, restoring context, and returning discovery to the commons - never claiming a ruin.

WHAT THE WORK PROVES

- History, technology, economics, belief, governance, travel, and daily life operate as one social ecology.
- Companion personhood changes consent, family, testimony, medicine, housing, and mobility.
- Tuli's aether-powered wheelchair makes accessibility ordinary community infrastructure, while Eld remains her partner rather than equipment.

WORLDBUILDING

SYSTEMS DESIGN

CULTURAL HISTORY

BELIEF SYSTEMS

CANON

PORTFOLIO SCOPE / COMPLETE PUBLIC WORLD BIBLE ONLY

The Arcanum

Thirty-three Divine Names become a unified cosmology, ethical system, and daily contemplative practice.

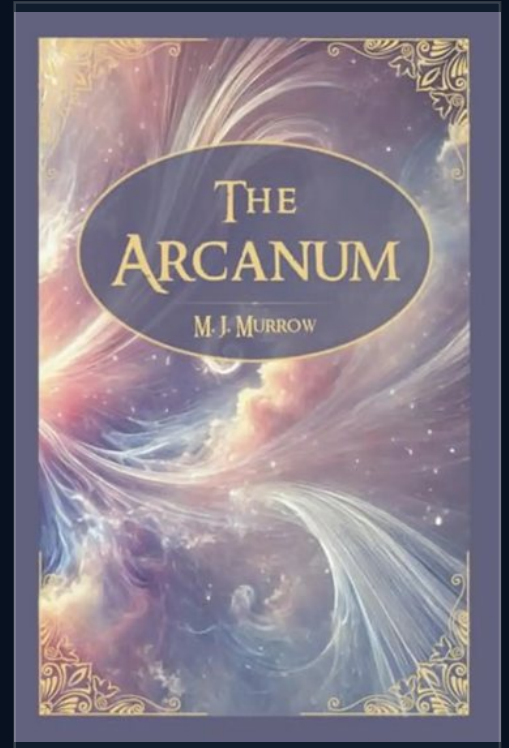
ROLE / CONCEPT DEVELOPMENT, WRITING, BELIEF-SYSTEM DESIGN, DEVOTIONAL-PRACTICE DESIGN, AND BOOK DEVELOPMENT

A PHILOSOPHY WITH A PRACTICE

The Arcanum is a compact devotional philosophy built around thirty-three names for a singular, formless Divine Source. Each chapter combines lyrical teaching, metaphysical reflection, practical ethics, and direct address. The closing Invocation turns that architecture into a repeatable bead-and-breath practice.

WHAT I AUTHORED AND DESIGNED

- The thirty-three Divine Names as symbolic taxonomy and book structure.
- A coherent arc of origin, individuality, choice, consequence, remembrance, transformation, and return.
- An ethic of truth, dignity, mercy, justice, stewardship, and care for the earth.
- An embodied invocation using one bead, one name, one breath, recitation, and silence.



TOOLS IN PRACTICE

Religion & belief / Symbolic design / Concept synthesis / Thematic coherence / Systems design

Published as The Arcanum by M. J. Murrow, a pen name of Kyle Figard. Milo Murrow Inc., First Edition 2024. ISBN 9798343188318.

PUBLISHED EDITION / AMAZON

The Pagan Deck of Cards

Sixty-four cards resolve seasons, elements, festivals, directions, zodiac signs, celestial bodies, and sacred motifs into one visual system.

ROLE / CREATOR, SYSTEMS DESIGNER, SYMBOLIC DESIGNER, AND VISUAL DIRECTOR



SYSTEM ARCHITECTURE

32

SEASONAL CARDS

26

CYCLICAL ANCHORS

58

CARD CORE

6

OPTIONAL MYSTERIES

MY CONTRIBUTION

I defined the categories and correspondences, solved the fifty-eight-card core, separated six removable Sacred Mysteries, and designed the badge grammar that exposes cross-category relationships. I directed generative image development, selected and refined assets, integrated iconography and typography, and assembled a duplex-ready physical prototype.

TOOLS IN PRACTICE

- Systems design
- Symbolic design
- Concept synthesis
- Belief & culture
- Visual identity

AI-assisted visual development is credited honestly; the creative authorship lies in concept, taxonomy, correspondences, art direction, iteration, selection, refinement, compositing, layout, and print production.

Sleepy Gods

An ancient being wakes after an eon of self-erasure and must choose to remain present in the world he forgot.

ROLE / CREATOR AND AUTHOR



AN OPENING ABOUT CHOOSING PRESENCE

The Prelude and first four chapters move through sensory awakening, comic companionship, a forest culture sustained by generations of Givers, decades lost to avoidance, reunion with an old satyr friend, and the revelation of a white hush erasing roads, little gods, family names, and historical truth.

NARRATIVE DECISIONS

- A speaking moss cloak makes metaphysics interpersonal from the first scene.
- One postponed meeting lets a whole mortal lifetime pass, making immortal avoidance visible.
- Memory, care, and truth remain bound by consent.
- The opening ends when contemplation becomes embodied action: two feet placed on the earth.

NARRATIVE

CHARACTER

WORLDBUILDING

LORE

SYMBOLISM

ATMOSPHERE

PORTFOLIO EXCERPT / PRELUDE AND CHAPTERS 1-4 / 32 PAGES

Ma'a

Hold one stone. Exchange one stone. Bring Fire, Water, Earth, and Air into line.

ROLE / CREATOR AND GAME & SYSTEMS DESIGNER



FROM ELEMENTAL PREMISE TO PLAYABLE RULES

Ma'a began with a desire to play inside an elemental system - to make Fire, Water, Earth, Air, and Spirit determine how a game moves, not merely how it looks. I developed it over more than a year through repeated games with friends and family, revising the rules through experience at the table.

THE COMPACT ENGINE

- A full 4 x 4 board and two visible hands create a complete-information game.
- Every one-for-one exchange changes the board and determines the player's next resource.
- Fire, Water, Earth, and Air form a reciprocal exchange circle; Spirit bridges movement but cannot complete a win.
- Nothing is drawn, captured, discarded, created, or destroyed.

GAME DESIGN

SYSTEMS DESIGN

SYMBOLIC INTERACTION

ITERATION

THEMATIC COHERENCE

PLAYABLE WEB EDITION / ONE OR TWO PLAYERS

Do You Speak Future?

A self-initiated quotation compilation became the early concept for a published book carrying Jacque Fresco's insights forward.

ROLE / CONCEPT DEVELOPMENT - VOLUNTARY EARLY-STAGE COLLABORATION WITH ROXANNE MEADOWS, C. LATE 2019

01

Compile

Selected Fresco quotations became a coherent proposed book.

02

Collaborate

I brought the proposition to Roxanne Meadows and worked with her while it took shape.

03

Hand off

Meadows assembled a wider team that refined and completed the published work.

THE COLLABORATION

Do You Speak Future? Book of Insights is a published collection of 201 concise pieces of thought from futurist and social designer Jacque Fresco. I independently assembled an early compilation, developed it into a book proposition, and contacted Roxanne Meadows. I worked directly with her during the formative phase, then stepped away when other responsibilities required my full attention.

THE BOUNDARY MATTERS

I claim the concept development, compilation, early collaboration, and voluntary contribution I actually performed. I do not claim the final quotation selection, editing, design, production, team management, or work completed after my departure.

WHAT IT DEMONSTRATES

CONCEPT DEVELOPMENT

CONCEPT SYNTHESIS

THEMATIC COHERENCE

COLLABORATION & HANDOFF

Published in 2020 by Global Cyber-Visions. ISBN 978-0-9648806-3-4. The late-2019 timing is the best-supported estimate from the project's 2020 development note.

OFFICIAL BOOK PAGE / THE VENUS PROJECT

WHAT I BRING

One creative toolbox.

I work at the relationships between an imaginative project's parts - where belief shapes culture, a rule changes behavior, a symbol carries meaning and mechanics, or several strong influences need to become one identity.

I	Build the world	Worldbuilding, lore, cultural history, belief systems, atmosphere, and canon.
II	Find the story	Narrative foundations, character, tension, theme, and emotional direction.
III	Make it function	Rules, relationships, categories, hierarchies, interactions, and consequences.
IV	Give it identity	Symbolism, recurring motifs, synthesis, tone, and conceptual coherence.

AREA OF PARTICULAR DEPTH

Religion, spirituality, and belief

Cosmologies, mythologies, rituals, moral systems, institutions, sects, sacred language, and the everyday relationship between belief, culture, politics, and history.

WAYS TO WORK TOGETHER

Freelance collaboration / Subcontracting / Contract work / Remote employment

Remote and asynchronous collaboration preferred. Standard freelance rate: \$65 USD/hour, with fixed-fee quotes available for clearly defined projects. Creative development only - not marketing execution, programming, final illustration, legal clearance, manufacturing, or general project management.

Bring me the imaginative thing you are trying to make.

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