

AKIL O'CONNOR

SCHOLASTIC ESPORTS AMBASSADOR · EDUCATOR · CONSULTANT

Trinidad and Tobago
akilscholasticsportstt@gmail.com

PROFESSIONAL PROFILE

Trinidad and Tobago educator, scholastic esports ambassador and programme developer whose work connects gaming with education, youth development, digital skills and globally relevant opportunity. As Executive Director of the Scholastic Esports Research Center (SEsport) and a long-standing NASEF contributor, Akil builds credible programmes, supports student voice and translates international frameworks into practical Caribbean contexts.

Scholastic esports	Programme development	Education & gamification	Youth development
Esports consultancy	Speaking & media	International collaboration	Stakeholder engagement

PROFESSIONAL EXPERIENCE

Executive Director & Co-Founder

Scholastic Esports Research Center (SEsport) | December 2021-Present

- Co-founded SEsport with Marc Phillip and Coryese Sayers-O'Connor to connect gaming with education, youth development and career pathways in Trinidad and Tobago.
- Leads programme design, school implementation, stakeholder engagement, educator support and the organisation's NASEF affiliation for Trinidad and Tobago.
- Developed scholastic initiatives involving Minecraft Education, Farmcraft, Girls Who Game, international exchange and student-centred media engagement.

Primary School Teacher

St. Margaret's Boys' Anglican School | September 2009-Present

- Teaches across primary grade levels, including Standards 1, 4 and 5, combining curriculum delivery, assessment, classroom leadership and student development.
- Introduced structured scholastic esports and Minecraft Education experiences that connect problem-solving, communication, collaboration and digital learning.

Founder & Esports Consultant

Paradigm Electronic Gaming | 2016-2021

- Delivered esports consultancy, event planning, organisational development, commentary, presentations and education for selected community and professional organisations.
- Learned to adapt esports services to different audiences, organisational capacities and definitions of success.

Website Management & Junior Director

Trinigamers | 2013-2016

- Progressed from volunteer to leadership responsibilities spanning tournament administration, logistics, promotion, commentary, player management, finances and organisational development.
- Helped sustain a national gaming platform whose website ranked among Trinidad and Tobago's 100 most-visited sites during part of this period.

NASEF LEADERSHIP & PROFESSIONAL DEVELOPMENT

Affiliate Lead	2022-Present	Trinidad and Tobago relationship through SEsport
Scholastic Fellow	2022-2023	International cohort and 100+ hours of professional development
Scholastic Mentor	2023-2025	Feedback, guidance and resource connection for Fellows
Community Leader & Consultant	2025-Present	International community contribution and professional consulting network

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INTERNATIONAL IMPACT

GLOBAL ESPORTS GAMES · MUMBAI 2026 Served as Player Manager for the United States Esports Federation in Clash Royale. Managed registration, schedules, organiser communication, transportation, media duties and player wellbeing culminating in a bronze-medal finish.	NASEF FARMCRAFT · 2023-2026 Mentored a multi-year Trinidad and Tobago pathway from St. Margaret's Boys' Anglican's 25th-place debut to Queen's Royal College's second-place global finish in 2025 among 25,000+ students from 73 countries.
GIRLS WHO GAME · TRINIDAD AND TOBAGO Facilitated the first international Girls Who Game club at Melville Memorial Anglican, connecting girls in Standards 3-5 with STEM, computational thinking, collaboration, problem-solving and international exchange.	INTERNATIONAL VISITOR LEADERSHIP PROGRAM · 2021 Selected for the U.S. Department of State programme 'Video Games for STEAM and Entrepreneurship,' a catalyst for connecting two decades of esports experience with education and youth opportunity.

SELECTED SPEAKING, EDUCATION & MEDIA

2026	Trinidad & Tobago Today	In-studio discussion following the Global Esports Games in Mumbai
2025	Animae Caribe	Returning speaker · Careers in Esports
2025	COSTAATT	Gamification and Educational Apps in Instructional Technology
2025	Learning About Esports with Carrie V	Resident esports contributor and convener across a five-week national radio series
2024	Future of Education Technology Conference	Virtual panel · Esports Around the World
2024	COSTAATT	Virtual guest lecture · Gamification in Early Childhood Education
2023	Esports Summit Atlanta	First in-person international esports speaking appearance outside Trinidad and Tobago
2022	WSSEA & Esports and Education Conference	Caribbean perspectives on clubs and K-12 esports programmes

EDUCATION & CREDENTIALS

Bachelor of Education	University of Trinidad and Tobago · 2014
BSc Agribusiness Management	The University of the West Indies · Second Class Honours · 2009
Supervisory Management II	The University of the West Indies · 2020
International Visitor Leadership Program	Video Games for STEAM and Entrepreneurship · U.S. Department of State · 2021

AVAILABLE
FOR

Speaking · Consultancy · Programme Development · Education Initiatives ·
International Collaboration