

Ellen Jurik

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Narrative/Content Designer and Writer, with experience leading multidiscipline teams as a Producer, looking to return to an exclusively creative role.

Game Development Experience

Narrative Designer and Producer at Blowfish Studios

Project – Various

June 2015 – Present

Management and writing across various projects.

- **Write/Direct campaigns** in Gunscape and Siegecraft Commander
- Give feedback and improve mobile **core loop & balance**
- Project Manage and **provide writing and game design** for client games
- **Writing and Voice Over** for Promotional/Trailer Videos

Producer (iOS, live game support) at Gameloft Auckland

Project – Ice Age: Adventures, Updates 1 - 4

September 2014 – March 2015 (7 months)

Supported the live maintenance of Ice Age Adventures for iOS.

- Planned, scheduled, and delivered updates every **1-2 months**
- Plotted transdiscipline interdependencies and stakeholder approval timelines to create **discipline-specific deadlines**
- Guided the improvement of the live game, **increasing player retention and revenue**
- Instigated a **forward planning server-side-activated special event content releases as contingency** for delays in update release

Assistant Producer (iOS, new game) at Gameloft Auckland

Project – Ice Age: Adventures, released 7th August 2014

September 2013 – September 2014 (1 year)

Supported the development of a **casual freemium iOS game** based on a **family film IP**

- Act as an **intermediary** between HQ (France), design, code, art, and QA (internal and external in Romania)
- **Support external team members and porting teams** in Vietnam

Designer/Writer for Grass Green Entertainment/Freelance

May 2011 – September 2013 (2 years, 5 months)

Self-employed/freelance.

- Developed **full pitch** and **design document** including **complete first draft script** for an original interactive digital media project in receipt of a government grant

Lead Writer for Shotgun Empire

March 2009 – December 2010 (1 year 9 months)

- Commissioned to develop and write pilot for original webseries based on an existing brief

Associate Producer (Content/Design) at Interzone Games

November 2008 - March 2009 (5 months)

Position changed to reflect aptitude for facilitation and organisation.

- Ensured clear **inter-department** communication & tended **morale**
- Continued **communication between international studios** (Brazil and China)

Designer (Content/World Design) at Interzone Games

October 2007 - November 2008 (1 year 2 months)

Content and World Design for an AAA MMO Sports Title

- Worked within **multidisciplinary scrum teams & remote team members** in Brazil research & design studio
- Social Space (aka off-pitch/"lobby") **World, Character & Content Design**
- **Level editing** in BigWorld World Editor
- **NPCs (non-playable characters)- design, placement, dialogue**
- Auditioned, cast, directed and selected **MoCap** talent for emotes

Released Games

"Gunscape" – Blowfish Studios

FPS Level Building Game 2016

Narrative Designer/Campaign Director

"Ice Age: Adventures" - Gameloft

iOS Freemium game 2014-2015

Assistant Producer/Live Producer

Average Rating: **4.5 / 5 Stars**

For other projects, please visit:

<http://ellenjurik.wordpress.com/games>

Relevant Skills

- ✓ Released games for iOS & console
- ✓ Fond of Agile/Scrum/Kanban
- ✓ Twine (with html/css formatting)
- ✓ Hansoft & Trello PM Tools
- ✓ Tortoise SVN, Tortoise Git, Sourcetree
- ✓ Development experience of level/world design using BigWorld World Editor

Strengths & Achievements

- ✓ **Guest lecturer**, "Narrative In Games," Edith Cowan University, 2008 & 2009
- ✓ Recipient of **ScreenWest Digital Breakout Development Fund**, 2011
- ✓ Has worked as part of small indie teams as well as medium and large **multi-national** corporate game development companies
- ✓ **Designer/Scrummaster** for teams of up to 11-strong for several 2-week sprints
- ✓ **Primary Producer** guiding a team of **25** working on a single project to split deadlines
- ✓ **Mentored** two Assistant Producers
- ✓ Improved Update planning rhythm
- ✓ High level of written and verbal communication
- ✓ Finds a positive mood and high morale leads to **high productivity**

Education

BA (Hons), Media, Culture, and Creative Arts, 2009 - 2010

Curtin University of Technology

BA/BA, Design (Multimedia) / Communication & Cultural Studies (Theatre) 2003 - 2007

Curtin University of Technology

Workshops

Jeff Gomez Transmedia Masterclass

"Transmedia Storytelling"

October 14th 2014, Auckland

"Creating Blockbuster Worlds"

Aug 5th 2014, Perth

Hosted by **XMediaLab**

Aaron Ginsburg Workshops

"Writing Hour-Long Drama and Half-Hour Comedy for Television"

Hosted by **ScreenWest**, Jan 24th 2014

Guy Gadney and Mike Rosenstein

"Transmedia Entertainment & Digital Series"

Hosted by **ScreenWest**, Feb 19th 2013

Digital Media Workshop

"From Here to Fraternity"

Hosted by **ScreenWest** - 21st Sept 2012