

ELLEN JURIK

GAME DIRECTOR

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PORTFOLIO

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SUMMARY

I'm a Game Director with a background in visual design and theatre, and experience in game design, production, and leading teams.

SKILLS

Game Direction
Team Management
Game Design
Dialogue Writing
Scrum with Agile
Mentorship

ACHIEVEMENTS

- ✓ **NaNoWriMo** 2017 & 2018
- ✓ **Trained** three Assistant Producers, **mentored** 3D Artist to step into Art Management position
- ✓ Ran **Game Design Workshop** at Newcastle Real Film Festival 2016 and for Blacktown City Council 2018
- ✓ **Judge**, MDS Auckland Incubator Program 2017
- ✓ **Co-Speaker**, GCAP 2017 "Creative License: Writing for Other People's Worlds," on writing for licensed IP
- ✓ **Guest lecturer**, "Narrative In Games," Edith Cowan University, 2008 & 2009

EXPERIENCE

Senior Producer and Game Designer at Blowfish Studios

June 2015 – Present

Projects – Storm Boy: The Game; Siegecraft Commander; Horizon: The Game; Shadow House; Brainy Arkies; Gunscape
Management, Game Design, Narrative Design, and Writing

- **Game Direction and design** for *Storm Boy: The Game*, working to ensure cohesion across the game, including creation and maintenance of GDD, leadership of art style, user focused design
- **Pitch and Design narrative and gameplay** for licensed games
- Adapt novel-style storylines to be suitable for games
- **Provide writing and game design** across internal and client games
- **Project Leadership** including development and pitching of new games
- **Core loop design & balancing** for mobile games
- Main point of contact for **Client communication**
- Dedication to **Studio Process** and **Culture Development**

Live Producer (iOS) at Gameloft Auckland

August 2014 – April 2015

Project – Ice Age: Adventures, Updates 1 - 4

Supported the live maintenance of Ice Age Adventures for iOS.

- **Primary Producer** guiding a team of **25** working on a single project to split **discipline-specific deadlines** by plotting transdisciplinary dependencies / stakeholder approval timelines
- Planned, scheduled, and delivered **updates every 1-2 months**
- **Increased player retention and revenue** in the live game based on tracking data and community feedback
- Instigated **forward planning server-side-activated special event content releases as contingency** for delays in update release

Assistant Producer (iOS, new game) at Gameloft Auckland

September 2013 – August 2014

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

Supported the development of a casual freemium iOS game.

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

Designer/Writer at Grass Green Entertainment

May 2011 – February 2012

Project – The Illusionist's Fate

Design and later development of Interactive Murder Mystery

- Mentored by Raging Pixel through **application and fulfilment** of the ScreenWest Digital Breakout Development Fund, 2011
- **Created pitch and scope document** including user flow, persona design, audience engagement strategy, market research, wireframes, script, and visual style research
- In 2015-6, created **Twine game** of the design (playable via website)

GAMEOGRAPHY

“Storm Boy: The Game”

– Blowfish Studios
Interactive Story 2018
Game Director and Designer

“Siegecraft Commander”

– Blowfish Studios
Strategy Game 2017
Narrative Designer, Writer,
Producer

“Horizon: The Game”

– Blowfish Studios for
Scholastic
iOS, Android, WebGL
Proc Gen Platformer, 2016
Producer, Narrative Designer,
Additional Writing,
Systems Design

“Shadow House”

– Blowfish Studios for
Scholastic
iOS, Android, WebGL
Choose Your Own Adventure
(CYOA), 2016-2018
Producer, implemented CYOA
using “Fungus”, and
“Adventure Creator”
plugins for Unity

“Brainy Arkies”

– Blowfish Studios for
Marshall Cavendish
Education
iOS and Android Education
game, 2016-2018
Producer, Level and System
Designs and balancing,
Minigame Design

“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

EXPERIENCE (cont'd)

Media Designer / Co-Ordinator at Form Designs

April 2012 – August 2014

Create promotional videos for new and existing products in an industrial design firm.

- Worked on company's advertising **corporate identity**
- **Wrote, storyboarded, filmed, and edited** 10 original promo videos
- Performed **Voice Overs** for videos
- Compiled all promotional footage to be shown as a "showreel" to be played in the company's foyer

Lead Writer for Shotgun Empire

March 2009 – December 2010 (1 year 9 months)

Developed and **wrote for original webseries** based on an existing brief

- **Plotted season arc**, including character and plot development
- **Wrote Pilot** episode to spec (excerpt available on my website)
- **Conducted promotional photoshoot** for investor package

Associate Producer (Content/Design) at Interzone Games

November 2008 - March 2009

Position changed to reflect **aptitude for facilitation and organisation.**

- Planned development using **Agile with Scrum** methodology
- Ensured clear **inter-department** & **international** communication

Game Designer (Content/World Design) at Interzone Games

October 2007 - November 2008

Content and World Design for an AAA MMO Sports Title

- **Designer** and **Scrummaster** of **multidisciplinary scrum teams** up to 11-strong for several 2-week sprints
- Collaborated with **remote team members** in Brazil and China studios
- Social Space (aka “off-pitch”) **World, Character & Content Design**
- Designed **player progression** through world including “hub” design
- **Level design** and implementation using BigWorld World Editor
- **NPCs (non-playable characters)- design, placement, dialogue**
- Auditioned, cast, directed and selected **MoCap** talent for emotes

EDUCATION

BA (Hons) – Media Culture and Creative Arts

Curtin University of Technology, 2009

My honours thesis explored how Aristotelian tragedy could be applied to video/computer game narrative

BA/BA – Design / Communication and Cultural Studies

Curtin University of Technology, 2003 – 2007

Majors in Multimedia Design and Performance Studies (theatre)