

## CV Summary

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Idun Isdrake

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## Experience

14 years experience as a Founder, CEO, Creative Director, Designer and Artist mainly in games and film (inc. building and managing many diverse teams, brands, platforms, exhibitions).

8 years as a public speaker, teacher, event curator and workshop/lab/process leader.

Several festival selections, awards and exhibitions. Many years of pro bono work at advisory boards, juries, and global diversity, inclusion and game/film industry organisations.

## Companies/Brands

**Playcentric Studios.** 2019-. Game, Film, Stage direction, production and innovation.

**Story Architect / Idun Design.** 2007-. Game, Film, Event, Exhibition direction and production, ICT, Story driven innovation, Design fiction & Prototyping Labs. Shortlisted as a high-impact initiative with regard to the domain of fostering ICT entrepreneurship, by the Digital Agenda for Europe.

**Collaboratory.** 2013-2018. Non-profit game innovation lab for diversity, empowerment, new narratives and value systems, with media/film/exhibition studios and next gen maker & hackerspaces.

**Epic Unidragon.** 2015-2017. Art gallery for urban, interactive, electronic and transmedia art.

## Employments outside of my own companies

**CREATIVE DIRECTOR, INTERNATIONAL SCIENCE FESTIVAL, SWEDEN – 2019 - 2020 (FULL TIME)**

Creative Director, head of public programs and scientific board/university relations.

**PRODUCER & DESIGNER, ELECTRONIC ARTS, STOCKHOLM & LOS ANGELES – 2016 - 2017 (FULL TIME)**

Part of the team that built EAs R&D Lab SEED, for research in the future of game experiences, including immersive media, deep learning (AI), digital humans.

**CURATOR, MUSEUM OF TECHNOLOGY, STOCKHOLM – 2016 - 2017 (6 MONTHS SIDE PROJECT)**

Co-developing game exhibition Play Beyond Play, and an interactive piece for Digital Now.

**MEDIA LAB MANAGER, NÄTVERKSTAN, GOTHENBURG – 2013 - 2014 (HALF TIME)**

Managing a state funded media lab with a co-working space, classes and media studios.

**TRANSMEDIA DIRECTOR, PROJECT & EVENT COORDINATOR, GOTHENBURG FILM STUDIOS – 2010 - 2013**

Transmedia director for a web series/transmedia project. Master class, project and event coordinator for several initiatives at the film studio.

**TRANSMEDIA DIRECTOR, GÖTA FILM – 2012**

Transmedia director for a web series and touring music project for Swedish Television.

**BEFORE 2010: LIBRARIAN, NORDIC HOUSE, REYKJAVIK. SECURITY GUARD, SECURITAS & CUBSEC, SWEDEN.**

**MEDICAL RESEARCH ASSISTANT, IT & DATA REGISTRATION, ORGANON, SWEDEN.**

**ENGINEERING ASSISTANT, CONSTRUCTION DATA REGISTRATION & FIELD PHOTOS, LCM, SWEDEN.**

## Education

Master degrees: Archaeology (2007) and Film/Creative Director (2013). PhD in progress and 600+ course credits (1 term = 30 credits) including: Crossmedia/Transmedia at Stockholm Academy of Dramatic Arts. Cognitive Science, Art & Game Culture, Urban Sound, Media Art, Photography, Light design, Film, Curating & Archives, Art in Public Spaces, Climate & Geology at Gothenburg IT University / Valand Academy of Fine Arts, Stockholm and Umeå Universities.

Artist residencies & master classes include: International dance program at DNA, New York 2010

(contemporary, ballet etc), Field\_Notes Deep Time, Finnish Society of Bio Art, Kilpisjärvi/Helsinki 2013.

Classes in game design, film making, script writing, light design, motion capture, business economy and agile leadership, web design, film editing, stunt/weapons for film, fine arts, image & form, drama.