

work experience

CEO / Creative Director in games, film, art and digital innovation - *Playcentric Studios*, Global 2019-23 (freelance)  
 CEO - *The Collaboratory Game Innovation Lab & Co-working Art Studios*, Sweden 2011-15 (fulltime) 2017-19 (part time)  
 Expert for the *EU funding programs* in film and games, 2022-23 (part time)  
 Creative Director / Game & Systems Designer - *Urbanoid / Concordia*, Canada 2022-23 (part time)  
 Co-curator Digital Track - Games & Esports, *Gothenburg Book Faire 2020* (part time)  
 Creative Director / Head of Public Programs, *Gothenburg Science Festival*, Sweden 2019-20 (fulltime)  
 Game Innovation/Production/Design - *SEED / Electronic Arts / DICE*, Sweden/USA 2016-17 (fulltime)  
 Curator game exhibition: *Play Beyond Play - Tekniska Museet*, Sweden 2016-17 (part time)  
 CEO / Artist / Film Director / Game Designer / ICT - *Story Architect* (shortlisted as a high-impact initiative with regard to the domain of fostering ICT entrepreneurship, by the Digital Agenda for Europe), Global 2011-23  
 Operations Manager - *Nätverkstan Media Lab*, Sweden 2013-14 (part time)  
 Creative Producer - *Reboot Stories*, New York/Global 2011-14 (part time)  
 Transmedia Director web series for Swedish Television - *Göta Film*, Sweden/EU 2012 (fulltime)  
 Transmedia Director / Project Manager - *Gothenburg Film Studios*, Sweden 2009-10 (part time)  
 Teacher / Industry Partner at several universities, 2011-23, listed at [www.isdrake.com/cv](http://www.isdrake.com/cv)  
 Speaker / Facilitator 100+ talks and workshops, 2010-23, listed at [www.isdrake.com/cv](http://www.isdrake.com/cv)  
 Circus Performer, Dancer, Stage Director and Designer, Global 2008-15 (freelance)  
 Security Guard - *Securitas and Cubsec*, Sweden, 2008-9 (part time)  
 CEO / Fine Arts & Fashion Designer - *Idun Design*, Global 2007-2011 (freelance)  
 Librarian - *The Nordic House Reykjavik*, Iceland 2007 (part time)  
 Artist, Photographer, Filmmaker, Global 2001-23 (freelance)  
 Research Assistant medical data digitisation - *Organon*, Sweden 2000 (fulltime)  
 Engineering Assistant, data registration, field photography at construction sites - *LCM/PEAB*, Sweden 1990s (part time)  
 Various jobs and internships in retail, Volvo, bars etc. Sweden 1990s



achievements

Founder *The Collaboratory Game Innovation Lab & Co-working Studios*  
 Founder *Epic Unidragon Game Art Gallery*  
 Founder *Electrodome Festival for Electronic Arts, & Make Change Festival*  
 Co-writer/producer *Learn Do Share* book series and global conferences

non profit work

Co-founder *Lara* - for diversity in game development and esports  
 Co-founder *International Game Developers Association Sweden*  
 Board member at games and film organisations  
 Jury work (Bafta Games, IndieCade Games, Dreamhack etc.)  
 Archaeological Excavations  
 Mentor Sweden

education

600+ university credits (1 term = 30 credits) including:  
 PhD Design & Computational Arts 2024  
 MFA Film 2013  
 MA Archaeology 2007

Separate university courses: Transmedia, Photography, Geology, Scriptwriting, Cognitive Science, Game Design, Interaction Design, Media Arts, Light Design Curation & Archives, Public Arts, Information Management, etc.

Other courses: Script Development, Stunt & Driving for film (no common licence), Ceramics, Sculpture, Dance (contemporary, ballet, gothic bellydance, fire), Business Leadership & Economy, Costume & Makeup for film, Spanish, Icelandic etc. Complete list at [www.isdrake.com/education](http://www.isdrake.com/education)

Personality type: Architect/INTJ/INTP, systems thinker, direct communication  
 Motivations: ambitious teams, flexibility, and innovation beyond what has already been done

skills / ware

ADVANCED/10+ years	BASIC/NEWBIE
Film editing software (inc. audio, script)	3D modeling/animation
Photography	Photogrammetry
Game engines like Twine, Bitsy	Game engines like Unreal
Webdesign, writing, images	Programming
UX	UI
Dataset curation/development	Machine Learning
Prototyping/Construction	Hardware/Electronics
Marketing and Branding strategy	Greening strategy
Diversity, Equity and Inclusion strategy	
Budget and Project management	
KPI- and Roadmapping	
Team building and conflict resolution	
Community building and communication	

awards & official selections

TIME - *WomenCineMakers Berlin* 2018  
 Axion - *ICIDS Los Angeles* 2016  
 Gregor - *IndieCade Los Angeles* 2015  
 Axion - *FilmInteractive Lodz* 2014  
 Axion - *CineGlobe CERN* 2014 and 2015  
 Axion - *Tribeca Interactive New York* 2014  
 Spirit of Freerunning / Axion - *Crossvideo Days Paris* 2013/2015  
 Brainfuck - *Indie Gathering Film Festival USA* 2012  
 Brainfuck - *Gothenburg Film Festival Dragon Awards Web* 2012  
 Rite de Controle - *SOLO Teater Trixter Gothenburg* 2012  
 Rite de Controle - *The Spiral Value Biennial (LARP for TV)* 2012  
 Talking to neurons - *Radio short dox, Tempo Documentary Festival Stockholm* 2011  
 Iduns - *Shanghai International Film Festival* 2011  
 Iduns - *Intermix Gallery Club Carnival New York* 2010

