

work experience

CEO / Film Director / Game Designer / ICT / Innovation - *Playcentric Studios & Story Architect* (shortlisted as a high-impact initiative with regard to the domain of fostering ICT entrepreneurship, by the Digital Agenda for EU), Global 2011-25 (freelance)
CEO - *The Collaboratory Game Innovation Lab & Co-working Studios*, Sweden 2011-15 (fulltime) 2017-19 (part time)
Project Lead, game gallery development, Game Habitat game developer hub, Sweden, 2024-25 (part time)
Expert for the *EU funding programs* in film and games, 2022-25 (part time)
GameLab Executive and Sensor, Nord University, Norway 2023-25 (part time)
Creative Director / Game & Systems Designer, AR/AI app development - *Urbanoid*, 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)
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 2009-11 (part time)
Teacher / Industry Partner at several universities, 2011-25, listed at www.isdrake.com/cv
Speaker / Facilitator 100+ talks and workshops, 2010-25, listed at 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, Design - *Idun Design*, Global 2007-11 (freelance)
Librarian - *The Nordic House Reykjavik*, Iceland 2007 (part time)
Photographer, Filmmaker, Artist, Global 2001-23 (freelance)
Research Assistant medical data digitisation - *Organon*, Sweden 2000
Engineering Assistant, data registration, field photography at construction sites - *LCM/PEAB*, Sweden 1990s
Various jobs and internships in retail, a car factory, etc. Sweden 1990s

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

skills / ware

ADVANCED/10+ years

Film editing software (inc. audio)
Photography
Game engines like Twine, Bitsy
Webdesign, UX
Dataset curation/development
Prototyping/Construction
Marketing, Branding strategy
Diversity, Equity, Inclusion strategy
Budget and Project management
KPI- and Roadmapping
Team building and conflict resolution

BASIC/NEWBIE

3D modeling/animation/multiplane
Photogrammetry, Lidar, Mocap
Game engines like Unreal
Programming
UI
Machine Learning
Hardware/Electronics
Metalsmithing & welding
Greening strategy

Idun Isdrake

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achievements

Founder The Collaboratory Game Innovation Lab & Co-working Studios
Founder & Curator Epic Unidragon Art Gallery for Games & Interactive Arts
Founder Electrodome Festival for Electronic Arts, & Make Change Festival

non profit work

Co-founder Lara - for diversity in game development and esports
Co-founder International Game Developers Association Sweden (IGDA)
Board member games and film organisations (Dataspelscentrum, GameDevForce etc.)
Jury work (Bafta Games, IndieCade Games, Dreamhack etc.)
Co-writer/producer Learn Do Share book series and global conferences
Archaeological Fieldwork
Mentor at Mentor Sweden and in several contexts through The Collaboratory

education

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

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

Other courses: Metalsmithing, Script Development, Stunt & Driving for film, Ceramics,
Sculpture, Dance (contemporary), Business Leadership & Economy, Fashion & Textiles,
Film Costume & Makeup, Spanish, Icelandic. Complete list www.isdrake.com/education

awards, screenings and exhibitions (selection)

Year of glaciers, short film, Polar Film Fest, 2025
Skadi immersive experience & game, iMKonsthall residency & touring exhibition 2023->
Radical Imagination & Axion game installations, Halmstad Konsthall 2023
Photos, live performance, interactive installation, Concordia University Montreal 2022
Photography, Sedition, ongoing
Photography, The Affordable Art Faire, Metropolitan Pavilion, New York 2019
TIME short film, WomenCineMakers Berlin 2018
Stage show direction & live performance, Slush & Slush Music Helsinki 2017
SIKU interactive installation, Digital Now Tekniska Museet Stockholm 2017
Axion game, ICIDS Los Angeles 2016, Filminteractive Lodz 2014, CineGlobe CERN 2014
and 2015, Tribeca Film Festival Interactive New York 2014, Crossvideo Days Paris 2015
Gregor game, IndieCade Los Angeles 2015, Retro Game Exhibition Gothenburg 2014
Corridors of Time game installation, Skövde Konstmuseum 2015
GIBCA artist roundtable, Röda sten 2015, Common Roof exhibition, Röda sten 2013
Field_Notes Deep Time, residency & symposium, Finnish Society of Bio Arts, 2013
Photography, Art Takes Times Square, New York 2012
Textile, videos, performance & exhibition for The Spiral TV/LARP show, SVT 2011-12
Brainfuck short film, Indie Gathering Festival USA 2012, Gothenburg Film Festival 2012
Rite de Controle short film, The Spiral Value Biennial (LARP for TV) 2012
Talking to neurons audio, Radio short dox Tempo Documentary Festival Stockholm 2011
Idun, Masked Realities - short film, Shanghai International Film Festival 2011
Neuro dress and mask, World of Wearable Art finalist, New Zealand 2011
Art exhibition & fashion show, The Art of Fashion Club Carnival New York 2010