



# APPLICATION FOR THE POSITION

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## ELLIE CHRYSIKOPOULOS

My goal is to create joy whilst growing an inclusive, friendly, co-operative, and productive environment for all team members. I find it easy to build rapport and connections with people of all ages, cultures, and personality types. I have produced three games and enjoy participating in day-long game jams. I am a strongly motivated individual and an avid learner, can touch type and I love going bouldering, hiking, crafts, baking, and going to museums.

## CONTACT DETAILS

Ellie Chrysiopoulos  
Birthday: 18.03.2003  
Birth Place: New York, NY, USA  
Nationalities: Greek

235 Forchstrasse,  
Zürich, 8032, Switzerland.  
Swiss B-Permit Holder

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[elckgames@proton.me](mailto:elckgames@proton.me)  
Motivationsbrief:  
LinkedIn: [ellie-chrysiopoulos](https://www.linkedin.com/in/ellie-chrysiopoulos)  
Portfolio: [elckgames.ch](https://elckgames.ch)

## VOCATIONAL TRAINING / STUDIES

09.2021 – 06.2024      University of The Arts London

BA Games Design (Hons)  
Degree: Bachelor of Arts (Upper Second Class Honors)

Final thesis: 'How does an escapist and exploration mindset affect the players' experience in single-player open-world adventure games?'

Academic reference contact and full university transcript can be provided if required.  
REFERENCE: ROY CASELY, COURSE LEADER OF BA GAME DESIGN

## PROFESSIONAL EXPERIENCE

- 01.2025—Present      **Volunteer work at Swiss Game Hub – Zürich, CH**
- Co-organizing and Initiating new monthly Quiz nights at the Hub, starting 20.02.2025.
  - Organizing and pitching sponsorship deals for Swiss Game Hub to the Swiss Game Hub Board members.
- 10.2024—Present      **Lead Level Designer at Vortex Games Studio – Remote**
- Planning and pitching of level design and game mechanics and Mind Within that have been implemented.
  - Co-creating puzzles that provoke critical thinking and drawing assets related to puzzles.
  - Overseeing production of the game by organizing the development log and updating new tasks and organizing playtesting feedback to ensure quality growth.
  - Streaming the development and theory behind game development choices on Youtube.
- 06.2023 – 08.2023      **Internship at Swiss Game Hub – Zürich, CH**
- Planning and pitching of level design and game mechanics for multiple games of various genres that resulted in elevated player experience and communication.
  - Consulting and advising multiple teams with research for deliverables and marketing of their games.
  - Event planning & management.
  - Playtesting to feedback and improve player experience & Quality Assurance to ensure quality growth.
  - Office organization and concept generation for sustainable filing systems resulting in efficient identification of resources.
- 10.2022-07.2023      **Gamification Manager: Replic8 – London, UK**
- Organized planning and pitching Gamification ideas for multiple modes on the title resulting in higher user engagement.
  - Social media management and content creation resulting in increased platform visibility.
  - Coordination and led interactions with potential investors and collaborators resulting in successful symbiotic collaborations.
  - Designed Iteration of app format and UI based on user feedback resulting in increased intuitive user communication.
- 10.2023-07.2024      **Waitressing at The Union Club – London, UK**
- Customer engagement and relationship management (CRM) resulting in enhanced customer satisfaction .
  - Managed customer conflict resolution with composure and professionalism.
  - Managed and waited on tables, private hire rooms, and events.
  - Conducted event planning, management, and coordination resulting in successful large-scale events.
- 09.2022-10.2023      **Hostess/Waitressing at Martinez – London, UK**
- Customer engagement and relationship management (CRM) resulting in enhanced customer satisfaction
  - Managed customer conflict resolution with composure and professionalism
  - Managed and waited on tables, bartending, and greeting and checking in members
  - Conducted event planning, management, and coordination resulting in successful large-scale events

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## LANGUAGE SKILLS

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**English** – Native speaker

**German** - Momentan habe ich einen Deutschkurs, **Niveau B2** schon beendet und darauf möchte ich der B2 Prüfung und nachher einen C1 Kurs anfangen.

**Greek** – Conversational

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## SCHOOL EDUCATION

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|                   |                                                                                     |
|-------------------|-------------------------------------------------------------------------------------|
| 09.2017 – 06.2021 | <b>The Clinton School – M260</b><br>New York, NY                                    |
|                   | Qualification:<br>General Highschool Diploma<br>International Baccalaureate Diploma |

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## ADVANCED TRAINING

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|         |                                                   |
|---------|---------------------------------------------------|
| 06.2024 | Foundations of Project Management                 |
| 06.2024 | Project Initiation: starting a successful project |
| 07.2024 | Project Planning: putting it all together         |

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## PERSONAL SKILLS

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- Team player
  - Resilience
  - Communication Skills
  - Self-reliance
  - Negotiation and Conflict Resolution
  - Investor Relationship Management
  - Customer Service
  - Restaurant Service
  - Bartending
  - Creative Design
  - High attention to detail
  - Strategic and Critical thinking
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## IT SKILLS

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|                       |                                                              |
|-----------------------|--------------------------------------------------------------|
| Unity Development     | Unity                                                        |
| Production Management | Slack, Miro, Trello, Padlet, Microsoft Office, Google Suites |
| Visual Creation       | Procreate, 3dsMax, Blender                                   |

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## HOBBIES

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- Bouldering
  - Crochet
  - Crafts
  - Photography
  - Playing Games
  - Attending Game conferences and events
  - Visiting museums
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Attachments:

1. University Diploma
2. Project Management certificates
3. Confirmation and Recommendation from Swiss Game Hub

**Education:**

University of the Arts London, BA Game Design (Hons) Diploma:



University of the Arts London

**Ellie Chrysikopoulos**

*has been awarded the degree of*

Bachelor of Arts

*with*

Upper Second Class Honours

*having followed an approved  
programme of study in*

Games Design

*at*

London College of Communication

20th June 2024

James Purnell  
Vice-Chancellor



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## Project Management Certifications:

1. Foundations of Project Management: [Certificate](#)

Course Certificate

### Foundations of Project Management



2. Project Initiation: starting a successful project: [Certificate](#)

Course Certificate

### Project Initiation: Starting a Successful Project



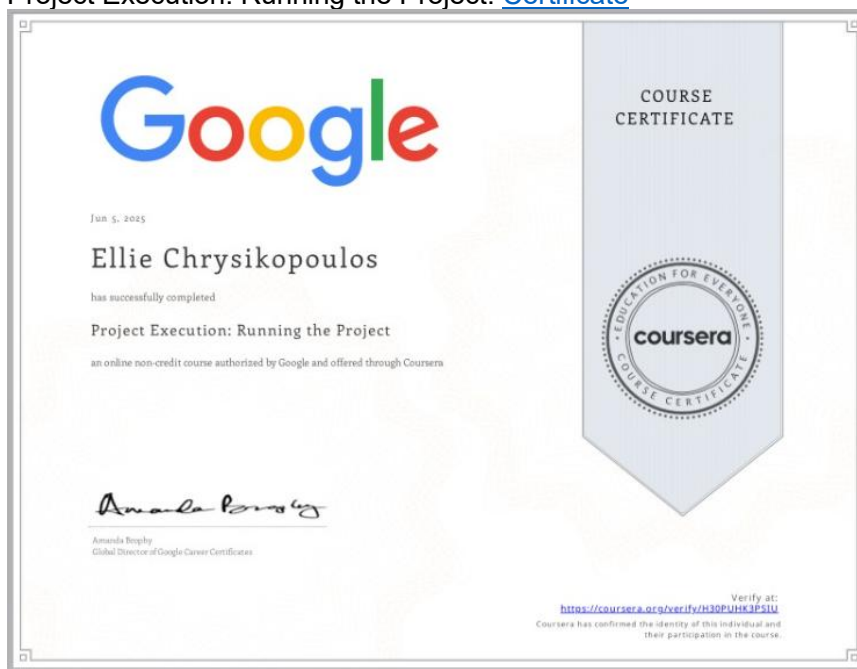
3. Project Planning: putting it all together: [Certificate](#)

Course Certificate

## Project Planning: Putting It All Together



4. Project Execution: Running the Project: [Certificate](#)



5. Agile Project Management: Certificate

**Letter of Recommendation from Swiss Game Hub:**



Dear whomever this concerns,

I, David Stark, Co-founder of Swiss Game Hub, can confirm that Ellie Chrysikopoulos was an intern at Swiss Game Hub during the summer of 2023. Having worked closely with Ellie as a Supervisor, I am confident that she possesses the skills and passion that align with the requirements of this role.

Ellie was an enthusiastic, energetic, motivated, and self-sufficient intern. When Ellie reached out to the Hub, we did not offer internship positions, which did not deter her. She took the initiative and created this internship position herself, and we worked together to structure her tasks. She demonstrated a firm interest in game design and event management, evidenced by her contributions to the Swiss Game Hub. Regarding administrative capabilities, Ellie helped organize events while working with multiple independent developers and studios, rotating through the teams during her time at the Hub and supporting each team through various stages of the game development life cycle. All the teams said she was open-minded to multiple tasks, including but not limited to game design, mechanic pitching, research for marketing, playtesting, and asset creation. Ellie's knowledge of game design and agile workflow was an asset to the teams she assisted. She is a very active, organized, and supportive team member and was attentive with her notetaking and feedback towards the teams. She is kind, energetic, optimistic, motivated, and inquisitive, always willing to learn and develop her skill set. She was a pleasure to work with; seeing her at the Hub is always delightful.

If you need more information, please contact me at +41 78 745 70 23 or zarkonnen@gmail.com.

Kind regards,

David Stark  
Board Member, Swiss Game Hub  
16/10/2024

Ellie Chrysikopoulos /

X

Ellie Chrysikopoulos

Zürich, 19.10.2024