

# ELLIE CHRYSIKOPOULOS

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GAMES DESIGNER, ASPIRING ASSOCIATE PRODUCER

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## CONTACT

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LinkedIn: [linkedin.com](http://linkedin.com)

Based out of London and Zurich

Academic reference and transcript can be provided if required.

## KEY SKILLS

- Utilizing Agile, Waterfall, and SCRUM (Sprints) workflow
- Team Management and Organization
- Project Management Certified
- Product Pitching
- Communication – (English, Greek and German)
- Creativity
- Strategic and critical thinking
- Unity development and C# programming
- Production management; Slack, Miro, Trello, Padlet, Microsoft Office, Google Suites
- Experience with JavaScript, GIMP, Slack, Miro, Trello, Padlet, 3ds Max, Blender, and Procreate
- Soft skills: Negotiation and Conflict Resolution
- Customer service

## EDUCATION

University of the Arts London – LCC

**2021-2024**

BA in Games Design (Hons)

The Clinton School – M260 (New York, NY)

**2017-2021**

High School Diploma

International Baccalaureate Diploma

## PROFILE

Games Designer and aspiring producer. I aim to create immersive, entertaining, joyous, and meaningful experiences for all players while maintaining an inclusive, friendly, co-operative, and productive environment for all team members. My inspiration to make games comes from seeing games help my ADHD brother and I want to recreate and share that aid and safe space with as many people possible. I find it easy to relate and interact with people of all ages, cultures, and personality types. I have produced three games in university and participated in a day-long game jam. I've lived in four countries, speak three languages, I can touch type, and I love going bouldering and doing crafts -- embroidery and crochet.

## EXPERIENCE

**Waitressing at The Union Club** – London, UK

**10/2023-Present**

- Customer engagement and relationship management (CRM)
- Soft skills and communication
- Waiting tables, private hire rooms, and events
- Event planning, management, and coordination

**Summer Internship at Swiss Game Hub** – Zürich, CH

**06/2023-08/2023**

- Organizing, planning, pitching, level design, and mechanic brainstorming (for pre-existing features and new) for multiple games of different genres.
- Event planning and management
- Playtesting and Quality assurance
- Office organization and idea generation for sustainable filing systems.

**Gamification for Startup – Replic8** – London, UK

**10/2022 – 07/2023**

- Organizing, planning, and pitching Gamification ideas for multiple modes on the app.
- Social media management and content creation.
- Coordination and communication with potential investors and collaborators.

