

## Thomas Clement

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### Relevant Experience

<b>Producer &amp; Creative Lead at Pandido Edutainment (Mobile)</b>	<b>June 2024-Present</b>
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#### **My Responsibilities & Duties**

- Be the “vision keeper” for the project, making major decisions on direction and scope.
- Choose engine for the project and design gameplay, UX flow, screens, minigames, and monetisation.
- Create and manage the project timeline, outlining milestones, and keeping budgets in mind.
- Find and recruit outsource designers and artists, developing relations and managing resources.

<b>Producer at Thoughtfish (Virtual Reality)</b>	<b>February 2024-May 2024</b>
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#### **My Responsibilities & Duties**

- Lead a multidisciplinary team of designers, coders, and artists and bring them under one vision.
- Create and own the project timeline, prioritising features and factoring in development time.
- Meet with external stakeholders and corporations, reporting progress and managing expectations.
- Mentor team members and guide them through challenges pertaining to their work.

<b>Producer &amp; Narrative Designer at Trotzkind (Virtual Reality, PC)</b>	<b>March 2023-December 2023</b>
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#### **My Responsibilities & Duties**

- Work closely with leadership and be the point of contact for the day-to-day running of the studio.
- Develop the pipeline processes for the team, managing collaboration between departments.
- Proactively coordinating with the department heads and maintaining the online resources.
- Develop pitch decks and presentations for both investment meetings and promotional events.

<b>Content Operations Project Manager at Inkitt (Mobile)</b>	<b>February 2021-February 2023</b>
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#### **My Responsibilities & Duties**

- Create and maintain the release time table and production documentation for all content.
- Responsible for defining project milestones, resource allocation, and the managing of budgets.
- Lead QA testing procedures to ensure our app was presenting correctly.
- Collaborate with Data Science to analyse user metrics, drop-off rates, and customer purchase habits.

<b>Narrative Writer at Inkitt (Mobile)</b>	<b>February 2020-February 2021</b>
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### **My Responsibilities & Duties**

- Work as part of a writing team adapting novels for a reading app, and pitching for sequels and spin-offs.
- Create and maintain project ‘bibles’, detailing characters, lore, and locations featured in the narratives.
- Contribute to the Story Intelligence team, analysing reader data and AB testing rewritten content.
- Assist with marketing slogans and social media interaction to draw users in to the app.

<b>Landscape Writer for Brightdog Games (Tabletop Roleplaying)</b>	<b>August 2019-February 2020</b>
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### **My Responsibilities & Duties**

- Stick to a pre-established tone set and develop characters, locations, and quests.
- Implement story elements from writers on different assignments, threading events into the “world”.
- Collaborate with the Art team to create a unified style based on my writing.
- Contribute to the online marketing campaign including blog and social media posts.

<b>Game Writer/Narrative Assistant at Spil Games (Mobile)</b>	<b>May 2018-November 2018</b>
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### **My Responsibilities & Duties**

- Develop a clear work funnel of content creation from conception to publication.
- Collaborate with writing teams and be the communication lead between departments.
- Host meetings between the Content and Marketing departments to ensure consistency in branding.
- Own the online resources and combine with design documents to ensure clarity in the team.

<b>Game Writer (Personal Projects, PC)</b>	<b>2016-Present</b>
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- I have created several games as a solo developer.
- The majority use the Twine engine and are choose-your-own-adventure branching dialogue games.
- Genres include puzzle, mystery, romance, and horror. I also developed a two-player fighting game.
- In 2020, my game *Motherland* was awarded 3rd place in the Text-Based Game Jam.
- These games can be found on itch.io (Tom\_Clement).

### **Education**

<b>University of Portsmouth</b>	<b>2014-2017</b>
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BA Hons Creative Writing & Film Studies (graduated with a 2:1/3.7 GPA).

## **Training & Skills**

- Fluent with Microsoft Office (Word, Excel, Powerpoint, and One Drive).
- Fluent with Google Workspace (Docs, Sheets, Slides, and Drive).
- Fluent with management software such as Confluence, JIRA, Trello, and Notion.
- Fluent with writing software such as Articy Draft, Final Draft, and Twine.
- Fluent with creative tools such as Miro, Balsamiq, and Canva.
- Experience with AI tools such as Dall-E (Artwork), ElevenLabs (Voice Generation), and ChatGPT.
- Experience with Adobe Photoshop and InDesign.
- Basic knowledge of the Unity game engine.