

Thomas Clement

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Relevant Experience

XR Producer at <i>headraft</i> (Mobile, Digital Out-of-Home)	June 2025-Present
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- Plan and coordinate branded AR lens and game projects from concept through delivery.
- Act as the primary point of contact for international blue-chip clients and internal teams.
- Find and recruit outsource designers and artists, developing relations and managing resources.
- Numerous lenses and experience that I produced have are over 500k unique interactions.

Producer & Creative Lead at <i>Pandido Edutainment</i> (Mobile)	June 2024-April 2025
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- Be the “vision keeper” for the project, making major decisions on direction and scope.
- Support OKR planning and monitor KPI tracking to present to stakeholders and business partners.
- Organise and lead the project, outlining milestones, planning sprints, and keeping budgets in mind.
- Our gamefied toy app received wide praise at the Spielwarenmesse 2025.

Producer at <i>Thoughtfish</i> (Virtual Reality)	February 2024-May 2024
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- 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.
- Mentor team members and guide them through challenges pertaining to their work.
- Shepard project from Vertical Slice to Early Alpha, ensuring major stakeholder satisfaction.

Producer & Narrative Designer at <i>Trotzkind</i> (Virtual Reality, PC)	March 2023-December 2023
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- Work closely with leadership and be the point of contact for the day-to-day running of the studio.
- Proactively coordinating with the department heads and collaboration between teams.
- Develop pitch decks and presentations for both investment meetings and promotional events.
- Successfully presented our Alpha prototype at the Venice Production Bridge in 2023.

Content Operations Project Manager at <i>Inkitt</i> (Mobile)	February 2021-February 2023
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- 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.
- Collaborate with Data Science to analyse user metrics, drop-off rates, and customer purchase habits.
- I “creatively refreshed” our #1 Bestseller and achieved \$1-million in sales in the first three days.

Narrative Writer at <i>Inkitt</i> (Mobile)	February 2020-February 2021
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- 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.
- I was Lead or Co-Writer on three bestseller series, all reaching over \$10.000 in sales.

Landscape Writer for Brightdog Games (Tabletop Roleplaying)	August 2019-February 2020
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- 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.
- My writing was highlighted and then chosen to be the first available “module” for the series.

Game Writer/Narrative Assistant at Spil Games (Mobile)	May 2018-November 2018
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- 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.
- My writing was responsible for a 50% retention increase in the opening chapter.

Game Writer (Personal Projects, PC)	2016-Present
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- I have created several games as a solo developer. These games can be found on itch.io (Tom_Clement).
- 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.
- I am currently teaching myself the Unity Engine in order to collaborate closer with technical teams.

Education

University of Portsmouth	2014-2017
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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, Notion, and ClickUp.
- 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.