

## CHRISTINE CLARK

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## ABOUT ME

I am passionate about using technology and design for knowledge translation.

## SKILLS

### SOFTWARE

FINAL CUT PRO X

MOTION 5

MICROSOFT OFFICE

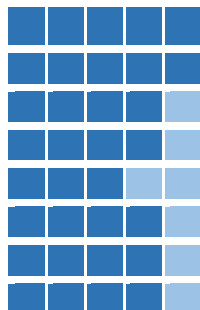
ADOBE SUITE

SHAREPOINT

JIRA

PRO WORK FLOW

WORDPRESS



### SKILLS

COMMUNICATION

ORGANIZATION

MANAGEMENT

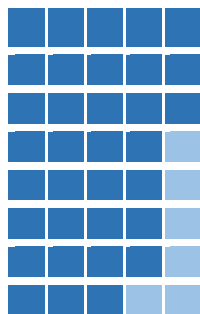
RISK ASSESSMENT

BUDGETING

DATA ANALYSIS

FRENCH - VERBAL

FRENCH - WRITTEN



## EDUCATION

### MASTER OF DIGITAL MEDIA - 2012

UBC, SFU, ECUAD, BCIT

### BACHELOR OF ARTS - 2010

UNIVERSITY OF BRITISH COLUMBIA

# CHRISTINE CLARK

## EXPERIENCE

(2013 – present)

### DIGITAL MEDIA SPECIALIST

#### UNIVERSITY OF BRITISH COLUMBIA

*Department of Obstetrics and Gynaecology, Division of Gynaecologic Specialties.*

- » Develop strategies in film, web and print to translate knowledge in innovations in women's health
- » Create websites, YouTube videos and print materials to translate knowledge to the public
- » Manage webinars, live events and forums
- » Develop and maintain brand standards for various projects within the department
- » Manage social media channels and strategy
- » Data analysis for websites, social media and YouTube video traffic
- » Video production and course design for online internal use

(2012 – present)

### CO-FOUNDER & GAME CREATOR

#### WAYWARD PRODUCTIONS

*Wayward creates games with a passion for quality art and immersive storytelling.*

- » Produced award winning game *The Veil* (over 1500 reviews and 4.5 star rating on US store)
- » Supervised development team, contractors and freelancers
- » Negotiated contracts with voice actors and production contractors
- » Managed budget, schedule and marketing initiatives
- » Successfully funded the project by applying for multiple private and public grants

(2012 – 2013)

### PRODUCER/ACCOUNT EXECUTIVE

#### PACE CREATIVE GROUP

*Pace Creative Group is a boutique creative agency that services a vast array of industries in print, branding, web and digital projects.*

- » Client acquisition and maintenance through frequent meetings and progress reports
- » Strategic planning and market research for marketing initiatives in a number of sectors
- » Scheduling and budgeting for 30+ projects at one time
- » Creation and assessment of project tracking tools such as budget managers and burn charts
- » Created project proposals/RFPs, briefs, timeline documents, estimates and invoices
- » Oversaw in-house team of designers and programmers, and managed hiring and working with numerous freelancers and contractors

(2012)

## **PRODUCER**

### **LEAPING COYOTE INTERACTIVE**

*Leaping Coyote is a mobile gaming startup that creates location-based games and mobile applications for runners.*

- » Created overall application delivery schedule, studio budget, and per project budget
- » Oversaw the studio's social media, marketing and market research
- » Managed the team and contractors on a per project basis
- » Pitched and wrote proposals for multiple internal projects

(2012)

## **INSTRUCTIONAL ASSISTANT/ VIDEO PRODUCER**

### **CENTRE FOR DIGITAL MEDIA**

*The Centre for Digital Media is the home of the Masters program in Digital Media offered by SFU, UBC, ECUAD, and BCIT.*

- » Completed a term as a consultant/instructional assistant for the online Executive Masters in Digital Media Narrative Design course
- » Assisted the instructor with curating course material
- » Filmed, edited and completed postproduction on all lecture footage

(2012)

## **PRODUCER (MASTER'S PROJECT)**

### **MOZILLA FOUNDATION**

*Mozilla Foundation is a nonprofit organization whose mission is to bring openness to the web through a number of initiatives.*

- » Collaborated with a multidisciplinary and multilingual team on a complex multiuse product for the Mozilla Foundation

(2011-2012)

## **INTERN**

### **MICROSOFT GAMES STUDIO (BLACK TUSK)**

*Black Tusk Studios, a subsidiary of Microsoft and are creating a AAA gaming title for the Xbox One.*

- » Set up and maintained the Microsoft SharePoint team site in an effort to keep a secure and user friendly experience for team members
- » Researched, collected and organized studio related reference material
- » Maintained the reference library and archives

(2009-2011)

## **FACILITATOR – LIVING LAB (VOLUNTEER)**

### **CENTRE FOR TEACHING, LEARNING AND TECHNOLOGY - UBC**

*Living Lab is CTLT'S initiative to form a creative way to develop teaching assistants and professors.*

- » Developed and facilitated workshops that used theatre to train UBC's leaders in managing issues of social justice
- » Attended conferences in BC and Washington to train other Universities to use the tools we created