

Alicia Contestabile

Cuvrystr. 2, 10997, Berlin
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alicia@crowscrowscrows.com

Work

- 2017-Present **Crows Crows Crows**
Producer, Studio Operations, and Administration
- 2016-2017
Toronto, ON **Hand Eye Society (a videogame arts organization)**
Artist Liaison, Events Coordinator, Games Curator
- 2013-2017 **Freelance Game Developer, Producer, Consultant**
Various indie projects, organizations, and festivals
- 2015-2016 **Punk Prism Power (Mahou Shoujammers)**
Producer and Public Relations
- 2014-2016
York University **Twine Workshop Facilitator**
Undergraduate and Graduate Seminars
- Summer 2015
Toronto, ON **Idea Couture / MISC Magazine**
Assistant Editor, Social Media Manager

Education

- 2010-Present
Bachelor of Arts **University of Toronto**
Cinema Studies Major
English Literature Minor
Creative Expression and Society Minor
Focus on Digital Media/Courses in Computer Science
- 2012
Continuing Studies **OCAD University**
Introduction to Web Art & Design

Volunteer

- 2014-2015
Toronto, ON **Dames Making Games Toronto**
Game Developers Conference Committee Co-Chair
PR/Communications, Outreach Committee Member

Awards

- 2017 IGDAF GDC Women In Games Ambassador
- 2011-2013, 2015 Susan Iannucci Memorial Scholarship
- 2012 Peter V. Marinelli Scholarship in English
- 2011 MacLachlan Sisters Memorial Scholarship
- Woodhouse Scholarship in English
- 2010 Jack Dimond Award

Technical Skills

Unity
Twine
Trello
Discord
GitHub
SourceTree
Google Docs
Microsoft Office
Adobe Creative Suite:

- Photoshop
- InDesign
- Illustrator

HTML/CSS
Mac and Windows OS

Skills

Production
Project Management
Social Media Management
Community Organization
Event Coordination
Game Design
Narrative Design
Writing, Editing, Research
Comedic Improvisation

Programming Languages

Racket
Python
C#

Games

Crows Crows Crows

- Accounting+
- The Temple of No
- Laundry Hill

Independent

- Punk Prism Power
- Borderlines

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Invited Presenter

- April 2018
Berlin, Germany
A MAZE. / Berlin - Independent Videogames Festival
Arcade showcase featuring *Accounting+*
"Most Amazing Game" Award Nominee
- December 2017
Anaheim, CA
PlayStation Experience
Large-scale public showcase and private press booth featuring *Accounting+*
- April 2016
Berlin, Germany
A MAZE. / Berlin - Independent Videogames Festival
Workshop - *Beginner's Gamemaking Workshop in Twine*
- November 2015
Toronto, ON
Eat Play Mingle - George Brown College IGDA Event
Arcade featuring *Punk Prism Power*
- October 2015
Los Angeles, CA
IndieCade Night Games
Arcade Selection, *Punk Prism Power*
- September 2015
Johannesburg, SA
A MAZE. / Johannesburg - Independent Videogames Festival
Workshop - *Beginner's Gamemaking Workshop in Twine*
Hypertalk - "*Punk Prism Power Prototype Process PowerPoint Presentation*"
Panel discussion - "*Expand the Magic Circle: strategizing inclusivity towards diversity in making games*"
- September 2015
Cape Town, SA
The Amber Key Collaboratorium
Community Consultant
Twine Workshop Facilitator
- August 2015
Game Science Centre
JOIN Local Multiplayer Summit (Berlin, Germany)
Lightning talk - "*Punk Prism Power Prototype Process PowerPoint Presentation*"
- April 2015
NYU MAGNET Center
Different Games Conference
Arcade Presenter (*Borderlines*)

Publications

- 2015/2016
Personal Essay
The Secret Loves of Geek Girls (Bedside Press and Dark Horse Comics)
"Never Kiss A Writer"
- April 2012
Academic Essay
Cinema Studies
HUMANITAS: Victoria University Undergraduate Journal for the Humanities
An analysis of the New French Extremity horror sub-genre
"The Feminine-Monstrous and the Pellicule of Body Horror"