

# Alicia Contestabile

Berlin, Germany  
[alicia@swizzlekiss.com](mailto:alicia@swizzlekiss.com)

## Work

- 2020-Present *swizzle kiss*  
Founder, Director, Narrative and Game Designer
- 2017-2019 *Crows Crows Crows*  
Producer, Studio Operations, and Administration
- 2016-2017 *Hand Eye Society (a videogame arts organization)*  
Toronto, ON  
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 *Twine Workshop Facilitator*  
York University  
Undergraduate and Graduate Seminars
- Summer 2015 *Idea Couture / MISC Magazine*  
Toronto, ON  
Assistant Editor, Social Media Manager

## Education

- 2010-2017 *University of Toronto*  
Bachelor of Arts  
Cinema Studies & English Literature
- 2012 *OCAD University*  
Continuing Studies  
Introduction to Web Art & Design

## Volunteer

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

## Awards

- 2019 Amplifying New Voices  
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

## 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

Game Design  
Narrative Design  
Writing  
Editing  
Research  
Production

## Programming Languages

Racket  
Python  
C#

## Games

- Crows Crows Crows*
- The Stanley Parable: Ultra Deluxe
  - 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*"