

Curriculum Vitae

Corinne Cadalin
Mysundegade 18 st.
1668 København V.
Tlf. 23 23 35 34
Email: corinnecs@gmail.com



Work experience:

- **January 2016 – Present: Game Designer, Throughline Games:**

Lead Game Designer on the project [Forgotton Anne](#), a 2D cinematic adventure game. Here I closely worked with the writer to create an interesting connection between gameplay and the game's story and characters.

- **June 2015 – December 2015: Teacher, Communication/IT:**

Part-time professor at Zealand Business College in Ringsted, Denmark. I taught Communication/IT for 3 different study direction classes; Biotechnology, Technology and Game Design.

- **January 2015: Freelance Game Design Consultant, Patchwork Group:**

Game Design consultant for the advertising bureau Patchwork Group, in collaboration with Animal Planet.

- **June 2014 – July 2014: Freelance CMS editing, Visit Greenland:**

Editing Visit Greenland's new homepage: www.greenland.com in the CMS system Umbraco.

- **January 2014 – May 2014: Teaching assistant, IT University, Copenhagen:**

Teaching assistant for 2 Digital Innovation courses, with 60+ students. Guiding and giving feedback on the students processes and the final digital solution.

- **December 2014: Intern, Kongo Interactive:**

Work with Game Design and Market Analysis.

- **April 2012 – February 2015: Moderator at MovieStarPlanet, online game and community:**

Management of User reports and Support emails, as well as English/Danish text translations ingame and in MovieStarPlanets physical magazine.

- **2010 – 2011: Project Manager/Design and Communication, Divine Interactive**

Project Manager on a miniklub.dk side project. Promotion on social media and website communication.

- **2009: Internship, Tag Games (Scotland):**

Tasks within marketing and campaign development, design and redesign of existing products and testing of their smartphone/tablet games.

General experience:

- **2011 – 2012: Moderator/Hostess:**

Voluntary moderator at Gameful.org and Hostess for their webinar series, using Adobe Connect.

- **2010 – 2011: Study representative for Media/IT Advisory at KEA (Copenhagen School of Design and Technology)**

Supplementing courses:

- **2008:**

2-week intensive course in Intercultural communication, Tallinn, Estonia.

2-week Graphical summer university at the union, HK

- **April 2012 – June 2012: Beta Camp participant:**

Chosen to participate in Beta Camp, a workshop which took place in Betahaus, Berlin. The purpose was to collaborate in teams and to create the best digital solution for “Wonderful Copenhagen”.

Freetime projects:

- **December 2014 – December 2015: Game Director:**

Game Director on the project: Stop that Rabbit! Responsible for concept development and the game’s creative direction. The game’s idea development phase was supported by DFI (Danish Film Institute).

Education:

- **2010: Multimedia design and Communication, KEA.**

- **2011: Bachelor’s Degree in EConcept Development, KEA.**

- **2014: Master’s Degree in Games (Design) ITU, Copenhagen:**

Thesis collaboration with Game Nation, located in Las Vegas and Florida, USA. The collaboration, involved designing a digital prototype which would support their upcoming amusement park.