Coleman James Andersen

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EDUCATION

University of Washington, Bachelors of Arts, *English*, *Cinema Media Studies*, *Cum Laude*Academy of Interactive Entertainment, Certificate in *Game Design*New York University, *Film and TV* Tisch School of the Arts, 2015 - 16, *Dean's List*

GAME WRITING & DEVELOPMENT

Robotopia, Writer, Level Designer

- Wrote nearly one-thousand lines of quality dialogue per character for ChatGPT to draw from
- Developed efficient Unity workflow for repeated playtesting and dialogue revisions
- Became proficient at using ChatGPT to enhance storytelling

<u>Undercover Speed Dating (with Wolves)</u>, Lead Developer, Writer and Producer

- Led the development of a dating simulator game on a 1-year timeline
- Wrote all dialogue, managed two game artists and commissioned an original jazz score
- Balanced a narrative that's both emotionally resonant, funny and marketable

Xylum, Writer, Level Designer

- Directed and improvised with actors to get most effective performance possible
- Use of 2D and 3D design to guide a player's eye through a level
- Worked alongside a large team on Global Game Jam's 48 hour deadline

Tomlin's Little Life, Writer, Producer

- Wrote eight unique endings, each with meaningful choices leading up to them
- Coordinated art, writing and music for a cohesive, whimsical tone throughout

POSITIONS HELD

Community Manager, Seattle Indies Game Developers

Jan 2023 - present

- Promote community events, such as feedback sessions and social gatherings
- Foster social relationships between 7000+ community members

Technical Director, Third Reel Productions

2018 - present

- Organize the set up and execution of live shows, i.e. Antioch University's graduation ceremony
- Manage a team of 5+, organize set up of all departments while communicating with client

Video Producer and Editor, Self-Employed

2015 - present

- Organize a wide range of branded video content with production teams of up to fifteen
- Clients include NW African American Museum, UW School of Nursing, Puget Sound Security
- 8+ years experience in Adobe Premiere Pro, After Effects, InDesign and Photoshop

QA Tester, Hakjak Studios (TinyBuild)

May 2023 - Oct 2023

• Provided feedback on bugs, performance issues, and general design problems

FILMS

- "A House in the Desert," Semi-Finalist (Oscar Qualifying), Manhattan Short Film Fest, 2023
- "Stolen," 3rd Place, out of 10,000+ applicants, National YoungArts Foundation, Cinematic Arts, 2015
- "Magibelle," Semi-finalist, Blow Up International Arthouse Film Festival, 2021
- "Bubbles," Special Recognition, Video Essay, Univ. of Washington Cinema and Media Studies, 2019
- "Clipped Wings," 200,000+ views, premiered by GLAAD, world's largest LGBTQ advocacy group
- "Today," Best Music Video, National Student Emmy Awards, 2016