


Anna Tumurova

London, England, United Kingdom

 anna.tumurova@gmail.com

 +447578294899

 [linkedin.com/in/anna-tumurova-7a4820128](https://www.linkedin.com/in/anna-tumurova-7a4820128)

Summary

Moscow-born London-based game designer with strong passion for interactive storytelling and narrative design. Previous experience includes video game localisation production and documentary filmmaking. I am currently studying Game Design (MA) at Goldsmiths Univeristy.

Interests:

- Accessibility;
- Serious games and interactive documentaries;
- Gamer psychology and culture of play;
- Exploration of mental health in games;
- Building a cross-discipline dialogue to implement games as tools in various spheres;
- Games as environment for self reflection;
- Strong story-driven narrative.

5 games that inspire me:

- What remains of Edith Finch
- The Beginner's guide
- Disco Elysium
- The Legend of Zelda: Breath of the Wild
- Hellblade: Senua's Sacrifice

Experience

● Project Manager

FrankContent Ltd

Apr 2014 - Present (6 years 11 months +)

- Expertise in what makes content work for different markets;
- Talent outsource (multilingual);
- Workflow planning, setting budget, deadlines, and internal QAs;
- Communication with clients and contractors 24/7;
- Troubleshooting and ensuring the quality of the final delivery;
- Taking care of contractors' invoices and payments;
- Management of up to 10 multilingual projects at the same time.



Localization Producer

The Most Games

Jan 2019 - Oct 2020 (1 year 10 months)

- Setting up and monitoring full localization production cycles;
- Working with QA testing teams, providing continuous project support;
- Talent scouting for VO recording sessions;

- Getting to know specifics of various game genres and preparing appropriate teams of linguists depending on a particular objective;
- Extensive use of CAT, Office, bug tracking, and other development tools in order to set up projects and ensure seamless deliveries;
- Ensuring that all stages of production (translation, testing, voice overs) are delivering a high-quality product adhering to deadlines.



Video Producer

Freelance

Jul 2012 - Jan 2017 (4 years 7 months)

Example projects:

- Various projects, from personal to corporate (showreel linked below) - Producer;
- Britain's Next Top Model - Art Department/Assistant Producer;
- Ronnie O'Sullivan 360 video for History Channel - Assistant Producer;
- Sink or Skim - Production Assistant.

Skills:

- Production management;
- On-set management and problem solving;
- Narrative development for documentaries;
- Operating professional video and sound equipment;
- Editing and post-production (Premiere Pro, After Effects, Audition);
- Set building.



Assistant Manager

Axon Media

Aug 2013 - Dec 2013 (5 months)

- Coordination of freelance teams;
- Communication between clients and (production) teams;
- Identification of value propositions and key messages for marketing campaigns;
- Collaboration with designers and editorial teams on marketing materials;
- Deadline management and milestone monitoring through completion stage;
- Keeping track of campaign effectiveness and implementing strategy adjustments accordingly.

Education



Goldsmiths, University of London

Master of Arts - MA, Independent Games and Playable Experience Design

2020 - 2021

- Unity (C#);
- Modelling and Animation (Autodesk Maya);
- UI/UX (App UI development, research, Figma prototyping);
- Data and Machine Learning for Artistic Practice;
- Physical Computing (Arduino);
- Interactive Narrative and Digital Storytelling (general practices + tools: Fungus, Ink, etc.);

- Approaches to Play (game design principles, developing games from conceptualisation to post-mortem).



East Siberian State Academy of Culture and Arts

Bachelor's Degree, Art History, Criticism and Conservation
2014 - 2017



Russian University of Humanities

Bachelor's Degree, Art History, Criticism and Conservation
2009 - 2013

Licenses & Certifications



CELTA - British Council



IELTS - 8,5/9 - Cambridge Assessment English

Issued Jul 2020 - Expires Jul 2022

Skills

Game Design • Art History • Serious Games • Video Production • Project Management • Search Engine Optimization (SEO) • Localization • Video Games • Machine Learning • Agile Project Management