

# Dee Cook

## Interactive Storyteller

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### Education

BA Communication from St. Edward's University 2008. 4.0 GPA. Student rep for Teaching, Learning, & Technology Roundtable. Alpha Sigma Lambda (adult honor society). Lambda Pi Eta (communication honor society).

### Skills

Creative writing, including prose, poetry, scripts, news stories, and blog entries. Excellent research and editing abilities. Extensive experience in online community management. Proficient in blogging systems, MacOS, MS Office, Adobe Photoshop, and many other programs.

### Recent Experience

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|--|-------------|
| <b>Writer, BloodCopy.Com (Campfire/HBO)</b>  | <b>2009</b> |
| Wrote blog copy and video scripts for campaign promoting Season 2 of HBO's "True Blood." BloodCopy.com   |             |
| <b>Community Facilitator, Ruby's Bequest (Writerguy LLC/UCP/AARP/IFTF)</b>                               | <b>2009</b> |
| Played character; vetted and responded to audience-submitted stories in a serious game. RubysBequest.com |             |
| <b>Writer, My Home 2.0 (Campfire/Verizon)</b>  | <b>2008</b> |
| Wrote blog, ad, and other copy for campaign promoting Verizon FiOS.                                      |             |
| <b>Puzzle Developer, Dead Space (Deep Focus/EA Games)</b>  | <b>2008</b> |
| Developed puzzles for a campaign promoting a highly-anticipated video game. NoKnownSurvivors.com         |             |
| <b>Writer/Community Manager, BloodCopy.com (Campfire/HBO)</b>  | <b>2008</b> |
| Wrote blog content; managed online community for campaign promoting HBO's "True Blood." BloodCopy.com    |             |
| <ul style="list-style-type: none"><li>• 2009 winner, <i>ad:tech Best Integrated Campaign</i></li></ul>   |             |
| <b>Puzzle Developer, Vroengard Academy (Deep Focus/Random House)</b>                                     | <b>2008</b> |
| Developed puzzles for website promoting the next book in <u>Eragon</u> series. VroengardAcademy.com      |             |

### Speaking Engagements

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|--|----------------------|
| <b>SXSWi panel: "You're Living in Your Own Private Branded Entertainment Experience"</b>       | <b>2009, Austin</b>  |
| Our panel engaged the audience in an ARG, then discussed methods and best practices.           |                      |
| <b>ApolloCon panel: "ARG WTF? An Introduction to the Concepts of Alternate Reality Gaming"</b> | <b>2008, Houston</b> |
| Introduced a sci-fi/fantasy crowd to the care and feeding of ARGs.                             |                      |
| <b>SXSWi panel: "Cross-Media Cross-Pollination: Mashing Up Video Games and ARGs"</b>           | <b>2008, Austin</b>  |
| Discussed lessons video games and ARGs can learn from each other.                              |                      |

## Prior Experience

### Writer/Head Writer, The Battle Over Promicin (Campfire/USA Network)

2007

Wrote video scripts, blog entries, forum entries, emails, newsletters, SMS messages, and other copy for online campaign promoting the season premiere for USA Network's "The 4400."

### Community Liaison, World Without Oil (Writerguy LLC/ITVS)

2007

Vetted/ranked/responded to hundreds of user-submitted written, audio, and video entries. WorldWithoutOil.org

- *2008 winner, SXSWi Web Awards, Activism*

### Writer, Unnatural Selection (ARG Studios/Magnolia Pictures)

2007

Wrote two characters for campaign promoting the U.S. premiere of Korean film "The Host."

### Staff Writer/Associate Editor, ARGN.com

2005-2007

Wrote news and feature articles relating to ARGs. Interviewed game designers. Covered interactive conferences. Scouted for news items. Filtered news tips. Assigned stories.

### Contractor, "Over the Hedge" Extended Reality

2006

Vetted 100 puzzles designed for campaign to promote the release of a feature film.

## Independent ARGs

### Writer/Designer, Catching the Wish ARG (ARG Studios/Dave Szulborski)

2006

Wrote the character of Sarah Wyatt, a librarian and artist. Designed and remodeled websites. Manipulated images, installed blog software, managed email and websites.

### Writer/Designer, Omnifam ARG (a.k.a. Alias Webhunt)

2005

Blogged, wrote newspaper articles, incidental site content, tweaked images, installed blog software, and proof-read material.

### Writer/Designer, ARGTalk ARG (Dave Szulborski)

2005

Played four characters, including obsessed killer. Wrote poetry, emails, and editorials. Designed puzzles, installed/customized blogs, proof-read, and managed sites.

### Writer/Designer, Dread House (a.k.a. Urban Hunt) (Dave Szulborski)

2004

Played Ed Vargas/Amanda Graves. Wrote blogs, emails, IM/phone scripts, puzzles, poetry, news articles, and site content. Proof-read content and created websites.