

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 transmedia and online community management. Proficient in blog systems, OSes, and software.

Recent Experience

Puzzle Master, Bag of Bones (Campfire/A&E Television)

2011

Puzzle design for campaign promoting television adaptation of Stephen King novel. DarkScoreStories.com

Online Community Manager/Puzzle Developer, BZRK (The Shadow Gang/Egmont UK)

2011

Game/puzzle design and community management for campaign supporting YA book release. NexusHumanus.com

Online Community Manager, Ford Focus Rally (Dog Tale Media/Undercurrent/TDI/Ford)

2011

With team, handled social media, support, challenges, and other tasks for interactive reality show. FocusRally.com

Writer, Homefront (Campfire/THQ)

2010

Wrote future biographies and audio scripts to accompany launch of major video game.

Writer, The Hunt (No Mimes Media/Juxt Interactive/Cisco)

2010

Wrote video/audio scripts, blog entries, and other copy for a corporate building ARG for Cisco.

- 2011 winner, One Show Merit Award, Other Branded Entertainment

Writer, BloodCopy.Com (Campfire/HBO)

2009

Wrote blog copy and video scripts for campaign promoting Season 2 of HBO's "True Blood." BloodCopy.com

- 2010 winner, People's Voice Integrated Webby Award; Effie Award

Community Facilitator, Ruby's Bequest (Writerguy LLC/UCP/AARP/IFTF)

2009

Played character; vetted and responded to audience-submitted stories in a serious game. RubysBequest.com

Writer, My Home 2.0 (Campfire/Verizon)

2008

Wrote blog, ad, and other copy for campaign promoting Verizon FiOS.

- 2009 winner, 3 Mixx awards and Adweek Best Integrated Campaign

Puzzle Developer, Dead Space (Deep Focus/EA Games)

2008

Developed puzzles for a campaign promoting a highly-anticipated video game. NoKnownSurvivors.com

- 2009 winner, Communicator Award of Excellence

Writer/Community Manager, BloodCopy.com (Campfire/HBO)

2008

Wrote blog content; managed online community for campaign promoting HBO's "True Blood." BloodCopy.com

- 2009 winner, 4 Mixx awards and ad:tech Best Integrated Campaign

Speaking Engagements

SXSWi panel: "You're Living in Your Own Private Branded Entertainment Experience"

2009, Austin

Our panel engaged the audience in an ARG, then discussed methods and best practices.

ApolloCon panel: "ARG WTF? An Introduction to the Concepts of Alternate Reality Gaming"

2008, Houston

Introduced a sci-fi/fantasy crowd to the care and feeding of ARGs.

SXSWi panel: "Cross-Media Cross-Pollination: Mashing Up Video Games and ARGs"

2008, Austin

Discussed lessons video games and ARGs can learn from each other.

Prior Experience

Puzzle Developer, Vroengard Academy (Deep Focus/Random House) 2008

Developed puzzles for website promoting the next book in *Eragon* series. VroengardAcademy.com

- 2009 winner, *Communicator Award of Excellence*

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 (Chelsea Pictures/Dreamworks) 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.

Other Stuff

Site staff 2005-2010 on AR15.com, a spirited online community of 226,000+ firearms enthusiasts. Moderator since 2003 on Unfiction.com, a 25,000+ member community of Alternate Reality Gamers. Active user of Twitter (<http://twitter.com/addlepatd>), Facebook (<http://www.facebook.com/dee.cook>), Yelp (<http://addlepatd.yelp.com>), a personal blog (<http://addlepatd.net/blog>), and many other social media sites.