

Work experience

Description	Year
Creative Director & Producer, The International Science Festival Gothenburg	2019
Industry speaker/teacher Hyper Island, Berghs School of Communication, FutureGames (advanced game design)	2018/19
Creative consultant on digital storytelling at the Gothenburg Opera dance company	2018
Keynote speaker FutureFest, Slush Music, Internet Days, Glass Room Experience, WASP AI, GameTech, StoryTech	2017-18
Producer/Designer, SEED (prev. Frostbite Labs), Electronic Arts / DICE, Stockholm & Los Angeles	2016-17
Lead Curator Tekniska Museet Game Exhibition Play Beyond Play, Stockholm	2016-17
Creative Director Music Tech Fest Labs, Berlin & Helsinki/Slush	2016-18
Creative Director & Founder Epic Unidragon Game Art Gallery	2015->
Admin/Initiator/Volunteer of game industry organisations Gothgames, Diversi Gothenburg & IGDA Sweden	2015->
CEO/Founder Playcentric Industries & Institute, game studio, game labs & immersive experiences	2015->
Speaker Digital Agenda Europe, Open innovation & Research conferences at the European Commission	2015-17
Creative Director & Founder Electrodome – festival for electronic, interactive and transmedia art	2014->
Creative Director & Founder Make change/Imagination festival & conference, social innovation through art	2014-6
Curator/Creative Director at the Gothenburg Science Festival & Gothenburg Maker Faire	2014-16
Founder & CINO Collaboratory game innovation lab with focus on game culture, film & maker culture	2011->
Game designer & process leader for MR-uppdraget, educational game about human rights by MR Piloterna	2014-15
Creative Director & Co-producer Axion, a game developed at CERN with Tribeca Film Inst www.axion.is	2014
Creative Producer/Director at NYC based Reboot Stories www.rebootstories.com	2013 ->
Operations Manager at Nätverkstan Medialab, Gothenburg, Sweden	2013-14
Consultant game design, film, digitalisation, ethics in digital domains/AI, ICT, creative leadership, cityplanning	2012 ->
Jury at BAFTA Games, IndieCade, Confusion Cosplay, Gotland Game Conference, Brewhouse Awards Startups	2012->
Guest lecturer at Chalmers, GU, SADA, HDK, GU Business & Law, UX, Game design KTH/Sthlm Uni	2012 ->
Story architect/Producer of community film project Spirit of Freerunning, selected Cross video days Paris	2013 ->
Curator for film festivals, Voices from the Waters & Nordic Creative Commons Film Festival	2013
Creative Director & Producer of DIY days Gothenburg & Wicked Solutions Lab	2013 ->
Co-founder Playcentric Writers Room (script writing for games) with Mats Björkin, Gothenburg University	2013 ->
Learn Do Share, co-creator, designer & producer of a book series & global labs www.learnndoshare.net	2012 ->
Story architect, communication strategist & transmedia consultant for production companies/studios	2011->
Creative Director/Game designer, indie games & interactive installations Gregor, Corridors of Time, Momo etc	2010 ->
Web design, brand communication, social media for several projects & my own companies	2010->
Speaker/panels, TEDx, SLUSH, ADA design, Swedish Museums, GameOn, European Council, Edgeryders, Living Bridges, FSCONS, Culture festivals, Arcintex, VG Region Digital Agenda, Science parks, Internet Freedom Day	2011 ->
Artist, film director, player in The Spiral, a LARP/game & TV series by Bardo, Caviar, SVT www.thespiral.eu	2011-12
Break of Day (Gryning). Director feature film, preproduction phase, posters, storyboards & trailers	2012
Filmmaker/Director. Documentary interviews, artists, hackers, social entrepreneurs in diversity & inclusion	2012
Transmedia director, social media, photography for SVT web series & music project at Göta Film	2012
CEO Story Architect. ICT, experience/film/game design, transmedia. www.storyarchitects.se	2011 ->
Collaborator Robot Heart Stories. Reboot education through storytelling www.roboheartstories.com	2011
Glennville Web Series. Transmedia director, script writer, coordinator at Gothenburg Film Studios	2011 ->
CEO Idun Design. Brand for fashion/wearable arts, freelance in interactive arts & film	2007-11
Director, scriptwriter, producer, costume designer, casting, photographer of art house film & musicvideos	2008 ->
Performance & circus artist. Fire breathing, choreographer, creative director, construction & costume for Gyöja, manager at concerts, galas, Gothenburg Opera, clubs, culture fests, film, music videos, commercials etc	1999->
Photographer: DIY days, Sunset Pictures gala Triad NYC, Ida Long tour NYC, PR, showreels, posters etc	2007->
Actress, film police stuntwoman, dancer, model and basic stunts for Swedish TV, film & musicvideos	2000->
Coordinator & Photographer Vittorio Storaro photo exhibition & master class at Röhsska Museum/Gbg Studios	2010
Mentor for teenagers, Mentor Sweden. Mentor for students and interns at my company	2008 – 16
Security Guard, public events, mental hospitals, prison, youth clubs etc. Securitas, Cubsec	2008 – 09
Archaeological fieldwork in Kungälv, Vuollerim and other locations	2005 – 09
Librarian, The Nordic House in Reykjavík, also host at exhibitions, concerts & festivals	2007
Research Assistant and data recordings/digitalisation for the medical industry, Organon	2000 – 01

Exhibitions/screenings/awards. (Interviews, images and game reviews available at www.isdrake.se)

Description	Year
TIME short film/musicvideo, with music by Marconi Union, selected for the Women Cinemakers biennale	2018
Cyborg music performance at Slush Music & Slush, including live biofeedback from the audience	2017
Heartbeats, audiovisual cyborg implant research project & Cyborg Interface Instrument, creating a new language	2017-18
SIKU interactive installation by Synthestruct, Ida Long and Idun, Tekniska Museet Stockholm	2017
Transhumanism performance with Peter Kirn, Victoria Modesta and a group of creatives in music tech, Berlin	2016
Gregor arcade game, selected for IndieCade, Los Angeles, and reviewed by Kotaku top 10 list	2015
Corridors of Time, game installation, Skövde Art Museum	2015
Architecture & sauna building workshop at Frihamnen with Raumlaborberlin & SBK	2015
Elvens Beach, urban parkour sculptures, community project and AR game	2015
Axion game. Winner at Filmteractive, Lodz, selected for Cross Video Days, Paris, and ICIDS Los Angeles	2014, 15, 16
Axion game. Presentation & installation at CineGlobe CERN, Tribeca Film Festival, TEDx & Electrodome	2014->
DIY & game design playshop, the Gothenburg Art Museum	2015
Finnish Society of Bio Art, Field_Notes Deep time, art research in Kilpisjärvi & symposium in Helsinki	2013
Piece with Kira O'Reilly, photo published by Marina Abramovic in <i>Harpers Bazaar</i>	2013
Common Roof, workshop/exhibition with Marjetica Potrc/Edi Muca. GIBCA roundtable at Röda Sten Art Hall	2013, 15
Director videos, wearable art and performance at Value biennial & Arturos wake, The Spiral SVT / LARP game	2011-12
Brainfuck, winner of Experimental shorts category at the Indie Gathering International Film Festival, USA	2012
Älvsnabben, Group exhibition at the Maritime Museum Gothenburg, winner of the art prize Gold room 2011	2011-12
Art Takes Times Square. Photo exhibition at the billboards in Times Square New York, and book prints	
Brainfuck. Short film selected for Gothenburg Film Festival Dragon awards web contest	2012
Rite de Controle. short film screened at Theatre Trixter, SOLO	2012
Urban sound/Älvsnabben live. Audio art at the Älvsnabben-boat, Gothenburg Art Biennial	2011
Curator & Director of exhibition and videos for Anatomy of a Moment. Gallery Rotor	2011
Sound documentary Talking to neurons. Finalist Radio short dox, Tempo Documentary Festival, Stockholm	2011
Screening of Idun video at the Shanghai International Film Festival in China	2011
Curator Gallery Experimentell exhibitions, Valand School of Fine Arts and Gothenburg Art Biennial	2011
Finalist with Neuro dress and mask at the World of wearable art contest, New Zealand	2011
Street performance, knitted mask designs & videos at the Polar Prize party, Riche, Stockholm	2010
Several improvised performances & video recordings in New York for psychogeography short docs	2010
Video exhibition, Intermix Gallery at Club Carnival, New York	Aug 2010
The Real Radio Show, live interview, photo & fashion exhibition at Times Square, New York	Aug 2010
Art exhibition and fashion show/performance, The Art of Fashion at Club Carnival, New York	Aug 2010
Dance, improvised performance at the Figment Art Festival, New York	June 2010
Collaborative installation and performance Art+Science, Gallery Rotor	May 2010
Atalante – Hållplats 1 & 2. Screening short film, sculpture and knitted installation	Nov 2009
Participatory sculptures, video installations and performances at Culture festivals in Sweden	2009-15
Photo exhibitions: University of Photography, Planket, Swedish Convention Centre, Atalante etc	Aug 2009->
Sculpture & collective knitting at Valand School of Fine Arts final event & art marathon for Bergsjön Public	July 2009

Master classes and non-academic courses

Rokoko mocap, Paul Debevec	Motion capture hackathon and 3D scan, light lectures, Reykjavik Tech University, 2015
Spelministeriet/Kulturkraft	Game design, Malmö, 2013
Eric Kress & Benjamin B	Cinematography master class and film light workshop, 2011
Dance New Amsterdam	International dance program at DNA, New York, 2010
Vittorio Storaro	Master class: Writing with light, 2009/10
The film training company	Cinematography and Film production classes. Gothenburg Film Studios, 2009-10
Mentor Sweden	Communication, conflict handling, teenager mentality, drug prevention, 2009
Trappan/SEAS	Objects, histories, metaphors. Workshop with Nedyalko Delchev, 2008
Trappan/University of film	The filmic components, Script writing, Lena Runge, and Costume and mask for film/TV
Swedish Film Police	Weapon handling, stage-fight, basic stunt driving, police skills for film, 2007/8
Enforex, Barcelona & Marbella	Spanish, advanced level, 2000
ABF/Komvux	Webdesign, Image/Form, Drama, Digital art, Organisation/Leadership, Business Economy, 19/20
Sigrid Rudebeck Gymnasium	Social sciences program with jazz dance as minor, 1998

Academic courses, 618 credits, 2 M.A.s (Curator/Creative Director and Archaeology)

Art and Game Culture, Valand Academy and Skövde Game University, 2015	15 HP
Curator/Creative Director (specialisation on moving image). Valand Academy, 2013. Masters Degree	60 HP
Crossmedia and Entrepreneurship, Stockholm Academy of Dramatic Arts and KTH Kista, 2012	15 HP
Film Science, Gävle University, 2012	15 HP
Visualisation in Architecture, Art and Design, Chalmers University of Technology / IT University, 2011	15 HP
Digital Movie Making, Chalmers University of Technology / IT University, 2011	7,5 HP
Curating and Cultural Production Strategies: Gallery Experimentell, Valand School of Fine Arts, 2011	18 HP
Urban Sound, Harbour Ferry, Valand School of Fine Arts, 2011	18 HP
Crossmedia/Transmedia –from storytelling to distribution, Stockholm Academy of Dramatic Arts, 2011	30 HP
Neuropsychology and Cognitive Neuroscience, Gothenburg University, 2011	15 HP
Cognitive Science, Chalmers University of Technology, 2011	15 HP
Metacognition, Blekinge Technical University, 2010	7,5 HP
The Mask of Beauty, Gotland University, 2010	7,5 HP
Crime Scene Archaeology, Umeå University, 2010	7,5 HP
Art + Science: Collective/Collaborative/Communal, Valand School of Fine Arts, 2010	7,5 HP
Light Design. University of Photography, Gothenburg, 2010	7,5 HP
Video: editing/production, University of Photography, Gothenburg, 2010	7,5 HP
Digital Fashion Sketch, Borås University, 2009	7,5 HP
Smart Textiles and High-tech Clothing, Borås University, 2009	3 HP
Digital Photography, University of Photography, Gothenburg, 2009	15 HP
Art in Public Spaces, Bergsjön Public, Valand School of Fine Arts, Gothenburg, 2009	9 HP
Scriptwriting for documentary and short film, Halmstad University, 2009	7,5 HP
Fashion and Film, Swedish Film Institute and Stockholm University, 2009	15 HP
Archaeological Fieldwork, Gothenburg University, 2008	7,5 HP
Themes in Icelandic Archaeology, University of Iceland, 2007	10 ECTS
Viking Age Archaeology, University of Iceland, 2007	10 ECTS
Icelandic, conversational practice, University of Iceland, 2007	6 ECTS
Icelandic Culture, University of Iceland, 2007	10 ECTS
3D-modelling and Animation, Open Source, Gävle University, 2007	7,5 HP
Climate, Humans and Society, Gothenburg University, 2007	7,5 HP
Archaeology C/D, Gotland University, 2006-2007. Masters degree	60 HP
Nature Catastrophes, Gothenburg University, 2007	7,5 HP
Geology, Gothenburg University, 2007	15 HP
Evolution of Life, Stockholm University, 2007	7,5 HP
Dinosaurs, Stockholm University, 2007	7,5 HP
Ethnoarchaeology, Gotland University, 2006	15 HP
Geographical Information Systems (GIS technology), Gothenburg University, 2006	7,5 HP
Geological Processes on Iceland, Umeå University and excursion in Iceland, 2006	7,5 HP
Archaeosteology, Gotland University, 2005	7,5 HP
Clouds and Weather, Gothenburg University, 2005	7,5 HP
Icelandic Literature, University of Iceland, 2005	7,5 HP
Icelandic A, Gothenburg University, 2005	7,5 HP
Nordic History of Religions, Umeå University, 2005	7,5 HP
The Viking Society, Gotland University, 2004	15 HP
Archaeology A/B, Gothenburg University, 2004	60 HP