

Brooke H. Thompson

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Education

MS, Information Design and Technology
Georgia Institute of Technology. Atlanta, GA.
Expected Date of Completion: May 2006

BA, Sociology (2001)
University of Central Florida. Orlando, FL.
President's List.
Winner Research Symposium 2001

AA, Liberal Arts (1999)
Seminole Community College. Orlando, FL.
President's List

Computer Skills

Web Design (advanced)
Dreamweaver, Flash, HTML, CSS, PHP.
Graphic Design (intermediate)
Fireworks, Adobe Photoshop, Illustrator.
Interactive Media (intermediate)
Flash MX 2004, Actionscript 2.0.
Business Software (advanced)
Microsoft Office Suite.

Research Affiliations

eTV Prototyping Group
Developing applications and prototypes for current and hypothetical platforms, using narrative material drawn from film and television as well as original narratives specifically designed for interactive entertainment.

Experimental Game Lab
Interdisciplinary group working together to push the boundaries of existing genres and to create new player experiences, explore new technologies, and investigate the social and cultural medium of games.

Mobile Technologies Group
Exploring experimental applications for current and next-generation mobile technologies for gaming, storytelling, and social networking.

Experience

Enhanced TV Studio (2005)
Designed an interface to allow viewers to experience a fully annotated version of a popular classic film. This critical edition, developed in conjunction with Warner Brothers and the American Film Institute, will allow those interested in analyzing the film access to an unprecedented digital resource.

Enhanced TV Studio (2004)
Worked with the American Film Institute and PBS to conceive and develop a prototype of a virtual channel showcasing the award-winning PBS American Experience series in an effort to showcase how the art of film documentary can be enhanced through the affordances of digital media.

SMB: Missed Steaks (2004)
Administered a four week long game designed to increase corporate communications and train employees on a new company-wide communication system. Responsibilities included project management, game design, puzzle development, plot and character design, and content writing.

Fifth Son (2002-2004)
Developed pervasive entertainment to enhance an adventure game with email, telephone, instant messaging, and real world interaction. Responsibilities included content development, game design, project management.

Metacortechs (2003)
Utilized the premise created by Warner Brother's Matrix Trilogy to design an independent alternate reality game. The game attracted over 125,000 players from 115 countries. Responsibilities included game design, puzzle design, plot and character development, content writer, web design and development, character acting.

Lockjaw (2001-2002)
Created and implemented this well-received independent alternate reality game on a minimal budget. Responsibilities included game design, puzzle design and development, web design and development, plot and character development, content writer, content coordinator.