

Louie Roots

Chaos creator and organiser since 2013



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SELECTED EXPERIENCE:

SESSIONAL TUTOR: GAMES

PROTOTYPE & CAPSTONE

2022 Swinburne University of Tech.

PRODUCT DESIGNER

2020-2021 Adverto Outdoor Media

OWNER, MANAGER & CURATOR

2016-2020 Bar SK Gallery

FOUNDER & DIRECTOR

2013 - 2016 SK Games

GAME DESIGNER

2012 - 2013 Killoo Aps

EDUCATION:

Bachelor Creative Industries

ECU, Perth, 2011

SPEAKER AT:

GDC 2019, San Francisco

Play by Play 2019, Wellington

GCAP 2018, Melbourne

Freeplay 2018, Melbourne

RMIT 2017, Melbourne

PAXAUS 2016, Melbourne

Talk & Play 2015, Berlin

WORKSHOPS:

Now Play This 2015, 2018, London

Freeplay, 2018, Melbourne

Heartbeat, 2018, Byron Bay

SELECTED LINKS:

[\[Review of Bar SK, The Age\]](#)

[\[Hardware workshop, V&A\]](#)

[\[Delete Write-up, David Rayfield\]](#)

Project Leadership:

- **Established premiere destination for independent games** in Melbourne, founding new media gallery and bar Bar SK, managing operations, communications, vendor relations, etc, overseeing a staff 8-10 staff. Led operations from 2016-2020. Familiar with legal and financial reporting documents.
- At SK Games, **led team of 6 developers, artists, and producers to develop over a dozen games** from conception to exhibition as project director and manager.
 - Directed original IP development.
 - Hired, onboarded, and mentored team.
 - Engineered collaboration between creatives across industries, working with adjudication, curation, display of creative works.
- Forecasted, **budgeted, and monitored the scope and outcomes** for all projects at SK Games and Bar SK. Oversaw annual operation budgets of \$360,000, staff of 18.
- **Planned short and long term business and project milestones**, determining deliverables and metrics, tracked and communicated milestones with shared documents. Reviewed, prioritised, and tracked project bugs.

Design and Curation:

- **Subject Matter Expert in Melbourne for exhibition of interactive media, games education**; organised regular events, building robust community locally and abroad. Partnered with Creative Vic, ACMI, RMIT University, V&A London, etc.
- **Secured funding** to identify local and international artists and contractors to commission original works, arrange for gallery appearance (National Gallery of Victoria; Bar SK 2019 Commission Series). **Designed pipelines for cross-industry collaborations** including funding and exhibitions.
- Coordinated development, installation and operations of games at global events over 10 years. **Curated over 1000 games over 7 years**. Showcased interactive media at Now Play This, Indiecade, GDC, Freeplay.
- Drove **branding concepts** for SK Games, Bar SK, breweries, design studios. Worked with clients to meet brand guidelines and needs.
- **Maintained databases** of creative works, creators, vendors, and press to manage a gallery displaying hundreds of works per year.

Community Engagement and Growth:

- **Skilled at communicating to stakeholders and clients** of all technical knowledge levels, including documentation and presentations.
- **Drove ongoing events** in Melbourne and abroad; facilitated community growth in Melbourne games industry. Connected developers, artists, and creatives, encouraging cross media collaborations and exhibiting results.
- Partnered with amazing indie breweries such as Moondog, Kaiju, Burnley Brewing, Two Birds, CoConspirators, Future Mountain and Hop Nation to develop small batch beers for Bar SK, **engage local community**, facilitate launch events.