

# MARINA AMORES

COMMUNICATION AND VIDEO GAMES

## INFO

### ADDRESS

Barcelona

### PHONE

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### EMAIL

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### NATIONALITY

Spanish

## LINKS

[Portfolio](#)

[LinkedIn](#)

[Tumblr](#)

[Youtube](#)

## SKILLS

Adobe Photoshop

● ● ● ● ○

Adobe Premiere

● ● ● ● ●

MailChimp

● ● ● ● ○

Microsoft Office Word

● ● ● ● ●

Wordpress

● ● ● ● ○

Social Media

● ● ● ● ●

Trello

● ● ● ● ○

## LANGUAGES

Spanish; Castilian

● ● ● ● ●

Catalan; Valencian

● ● ● ● ●

English

● ● ● ● ○

## PROFILE

Journalist, content creator and community manager specialized on video games. As a professional but also as a gamer, I am always aware about the gaming industry and its community: what is going on, which are the trends, the news and all that a good content creator should know to make his/her best job making new content and managing its online community. Proactive, creative, organized and open-minded worker with ability to teamwork but also to work independent and extremely well under pressure when needed. Willing to increase the impact of feminism and social movement within gaming industry.

## EMPLOYMENT HISTORY

### Editor, Mundo Deportivo

Barcelona

2019 — Present

News and articles for Gaming section of [Mundo Deportivo: Mundo Gaming](#).

- Constant gaming trends research and adaptation to diverse audiences on the site.
- Content review and communication alignment
- Stakeholder management at PR level of video games companies.

### Screenwriter , DMAX

2020 — Present

Scriptwriter for the monthly TV show on video game news DMAX: Ready Player.

- Proposal of topics and trends to the client.
- Responsible for scripting, executing and implementing client's feedback.
- Responsible for content research analysis for the video editing team.

### Community Manager, Melbot Studios

2019 — 2019

Community Management: social media, forums, community and some marketing at indie game studio.

- Think, create and apply social media strategies to communicate our video game through different platforms.
- Analysis of trends, forums and communities to integrate/communicate our game/products.
- Responsible of database creation to improve audience targeting and message alignment in an effective way.

### Editor, EDGE Spain magazine

Barcelona

2017 — 2019

[Articles, interviews and video game reviews](#).

- Articles: Study of trends and selection of impactful topics to investigate and communicate through a variety of articles.
- Constant communication with PRs to manage keys, assets and material for reviews and interviews.
- Attending events performing interviews with key stakeholders like developers, transcribe and tailor articles around them.

### Games department lead, PlayGround Magazine

Barcelona

2018 — 2018

Video creation for video games section at [PlayGround Magazine](#).

- Selection of topics and daily creation of video content adapted to each media platform and the targeted audience.
- Lead and coordinate the gaming section of the online magazine: video editor, community manager and producer.
- Innovative thinking of ideas for gaming related videos beyond the office space and via filming studios.

**Community Manager and Influencer Manager, MEDIAPRO**

Barcelona

2018 — 2018

Social media and influencer management for sports project: Esports Derby - Canarias Cup.

**TV Collaborator, Betevé**

Barcelona

2018 — Present

Video game collaborator at Barcelona television for 'Videojocs al Àrtic', cultural program.

**Communication department, Barspin Studios**

Barcelona

2016 — 2017

Community management and PR for [BMX The Game](#).

**Writer and video editor, Eurogamer Spain**

Barcelona

2014 — 2016

News and reviews for website and recording, writing and editing [Youtube channel](#).

**Editor and audiovisual content creator, Different Media**

Barcelona

2014 — Present

Writer and audiovisual creator for different media: [Zehngames](#), Solo Indies, [Revista SFX](#), FS Gamer, DeusExmachina, [CCCB Museum](#)...

**EDUCATION**

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**Master's Degree, Universitat Autònoma de Barcelona**

Barcelona

Sep 2015 — Sep 2016

Theory and Practice of Creative Documentary

**Bachelor's Degree, Universitat Pompeu Fabra**

Barcelona

Sep 2009 — Jun 2014

Audiovisual Communication

**EXTRA-CURRICULAR ACTIVITIES**

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**Event organizer**

Barcelona

2017 — Present

[Gaming Ladies](#): first professional women-only video games event in Spain.

**Director**

Barcelona

2012 — Present

Author of different documentaries about video games:

- [Monkey Island, de referencia a referente](#) (2012)
- [Portal, más allá de las paredes](#) (2014)
- [Detrás del Juego](#) (2014)
- [Mujeres+Videojuegos](#) (2015)
- [Hombres+Videojuegos](#) (2016)
- [Diálogos: documental, vertiente interactiva y el videojuego](#) (2018)
- [Los orígenes de Overwatch](#) (2019)
- [Nerfeadas](#) (series) (2019-2020)

## **Speaker**

2015 — Present

Speaker at different events and video game conventions.

## **Coordinator and co-author , Anait Editorial**

Spain

2018 — 2018

Book '¡Protesto!', first book in Spain focused on video games from a gender perspective.

- Research about interesting topics and look for specialized profiles to be able to write about them
- Stay in touch with authors, check, correct and propose new approaches or new sources for their texts.
- Coordinate communication and book release presentation with publisher.

## **MORE SKILLS**

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- **Good team worker.**
- **Flexible and thrive in fast-moving environments.**
- **Proactive when it comes to suggesting ideas, introducing new formats and adapting to new platforms.**
- **Passionate about everything creative.**
- **Ability to work with tight deadlines.**
- **Always communicating clearly and passionately when working as a team.**
- **Excellent time management.**
- **Ability to work independently.**
- **Ability to understand and implement feedback.**
- **Friendly worker, approachable and with a professional work ethic.**
- **Ability to track, analyze, and report issues.**
- **Ability to adapt the vocabulary and scope of the message depending on the audience.**
- **Willingness to learn new things quickly with curiosity and openness.**
- **Good knowledge and strong interest in video games and its culture.**
- **Good knowledge and strong interest in social media platforms.**
- **Curious by nature, enjoy researching the topics in question and consult all sources to deepen and verify the information firsthand.**