

# Ian Walker

iangarrethwalker@gmail.com

(209) 327-3685

518 Daisy Avenue, Lodi, CA

## PROFILE

I am a dynamic writer dedicated to establishing a career in the video game industry, specifically with regards to journalism and other such pursuits.

My work as both a full-time editor and freelancer have given me a dual perspective, one that would be at home both collaborating with others and pursuing stories on my own. I bring a passion for my subjects to all pursuits, and excel at telling personal stories focused on the diverse people that make the gaming community great.

## EMPLOYMENT

### Freelancer

**Kotaku, Paste Games, Red Bull eSports, et al.**

April 2016 - Present

*As a freelancer, I've been able to work with a number of notable publications on news coverage and editorial content.*

### Key Achievements:

- Fostering important relationships across the industry.
- Developing broad, meaningful stories for both timely topics and long form discussions.
- Assisting various websites in expanding their coverage to more niche markets.

### Editor-in-Chief, Assistant Editor, Staff Writer

**Shoryuken**

October 2011 - April 2016

*In addition to providing general fighting game coverage, my promotions at Shoryuken gave me the opportunity to broaden the website's horizons to other sub-genres and even assist in various redesigns.*

### Key Achievements:

- Breaking news stories on major fighting games and competitive events.
- On-the-ground reporting for major tournaments.
- Facilitating open discussion with fighting game developers to provide a greater connection to the enthusiast community.

**Staff Writer, Album Reviewer**  
**AbsolutePunk**  
2009 - 2011

*Despite the unfortunate name, AbsolutePunk was a go-to destination for music news, and I was lucky enough to help shift their focus to genres like rap, hip-hop, and R&B.*

**Key Achievements:**

- Providing constant coverage for musicians outside the website's immediate sphere of influence.

**PERSONAL INTERESTS**

Socializing with family and friends, absorbing as many books (both fiction and non-fiction) as I can during waking hours, watching documentaries about unexplored sub-cultures, and, of course, keeping up with the goings-on in the video game industry.

**REFERENCES**

References are available on request.