

### MY LIFE IN GAMING

Frogger was my first hand-held game. Then, after Froggie got squashed too many times, I lost interest. I dabbled in Tetris, meandered with a car game or two, but was not that into gaming until much later. Once the graphics blossomed, gaming was again attractive.

I didn't want to invest the time in a long, complex game, and I didn't like blood. So, when I had my own marketing company, and GAMING CONTINENT approached me to work with them, I was intrigued as I really missed gaming. Since this was a retail company, there would be no blood, I hoped. But I always loved gaming.

I started creating **GAMING CONTINENT'S** first website, first logo, first products and product descriptions, and helped them choose the right e-commerce platform. Over 2019-2020 and beyond, There were two e-commerce platforms. One design had a blog and was visually beautiful, but got little traffic. Then we redesigned it and optimized the website for conversions, and it took off! I also was instrumental in dropping out unsellable products (bean bag chairs) and narrowing the product line to where it was, until the end of the store. I continued to work on the Facebook pages, Instagram Postings and Twitter Account (which was not really that active). I did Facebook marketing for them. We did campaigns in Mexico City and Dubai, two audiences my research indicated had gamers. I created videos and posted in the Facebook page, picking up fans along the way. The Instagram account was healthy, with over 1500 followers.

This portfolio is a compilation of the work I did for GAMING CONTINENT.

I also have other writing, not yet published, in the horror genre. I am a member of the Horror Writers Association and am continuing to work on short stories, with a few under submission currently. I also write horror without blood.

The following are demonstrations of my work for GAMING CONTINENT, over the course of time. They are in order of category.

## **Twitter Posts**

- Gaming gives me WINGS!
- Gamer Weather Report
- You Don't Need to Ask Me...
- Benefits of Social Distancing on Halloween
- Everything Matches
- Gamers Wanted
- Gamers Watching Gaming Movies

FB Cover Dec. 2020

Facebook Page Cover

Facebook Page Metrics

**Instagram Account** 

Early Instagram Post—Marketing

Blog Post for the original GAMING CONTINENT e-Commerce store (3-pages)

**GAMING CONTINENT Website-current** 

Product description on website—featured

Full product description for purchase

FB ad for same product for the Mexico campaign

Short Video, posted on FB

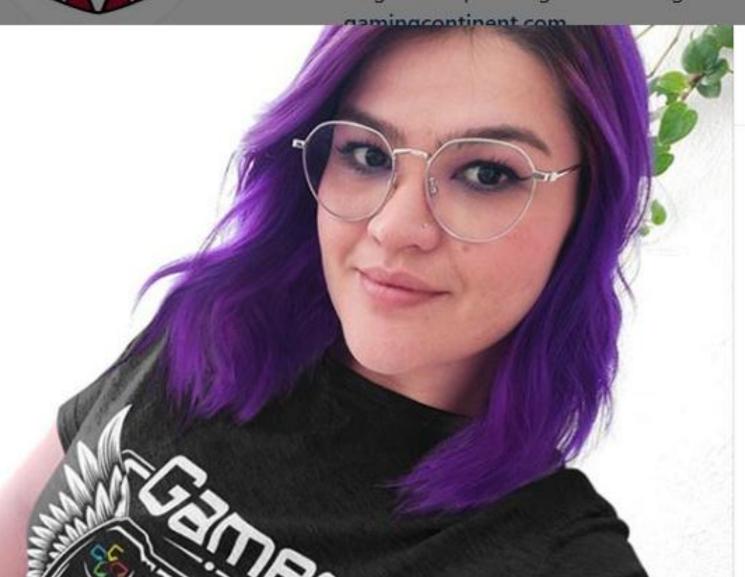
A portrait of me and a friend I made, from art school.

9 posts

104 followers

491 following

Original & epic designs in clothing and accessories





gaming\_continent\_red • Following



me WINGS! https://gamingcontinent.com #PS5reveal #PS5 #Gamergirl #Fortnite #CallofDuty #WoW #Gamers #GamingCommunity #GamingLife #gamingstyle #gamingtshirt #fortnitecommunity #gamingforlife #gamingnews #nintendo #PS4 #Xbox

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askgamblers Nice picture 🗃 \delta

#gamingmemes #fortnitenews

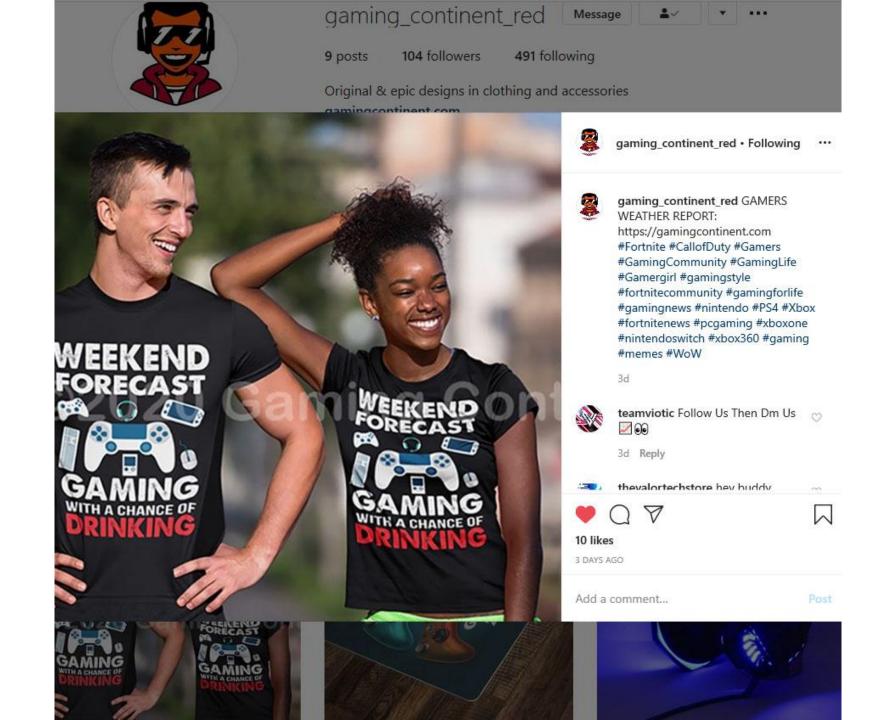






#pcgaming







## Saming Continent

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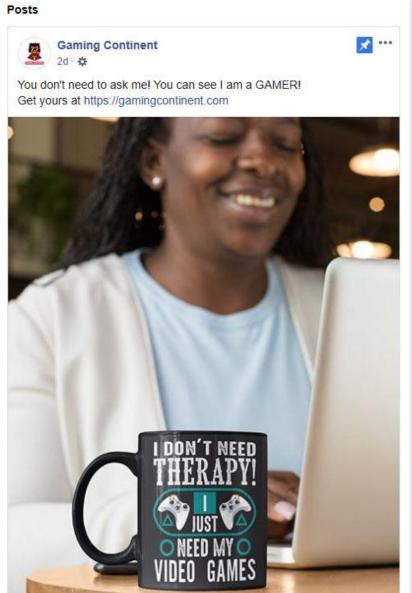
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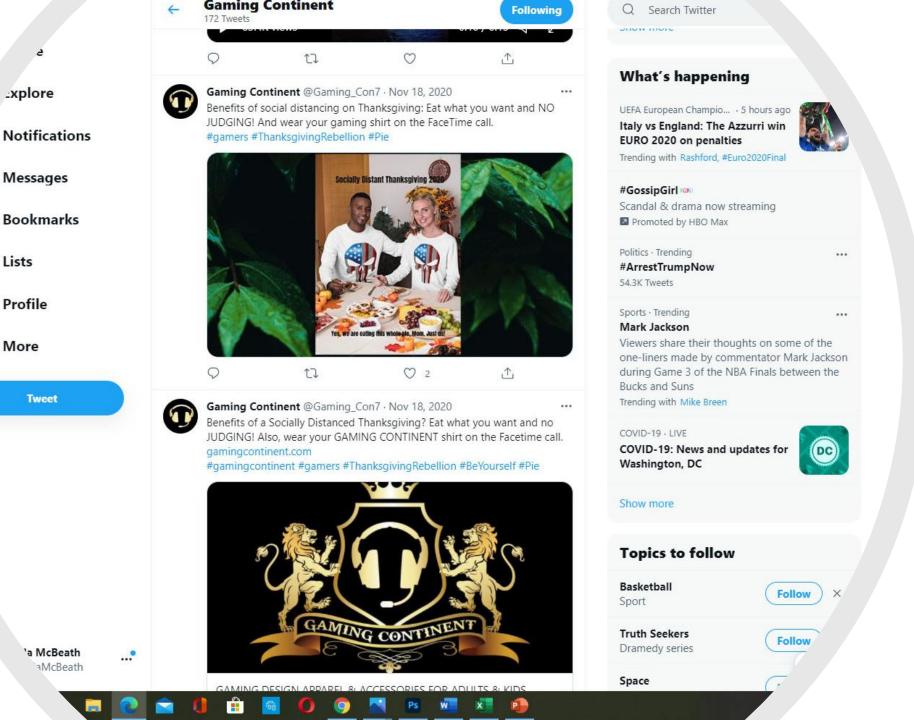
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Tweet

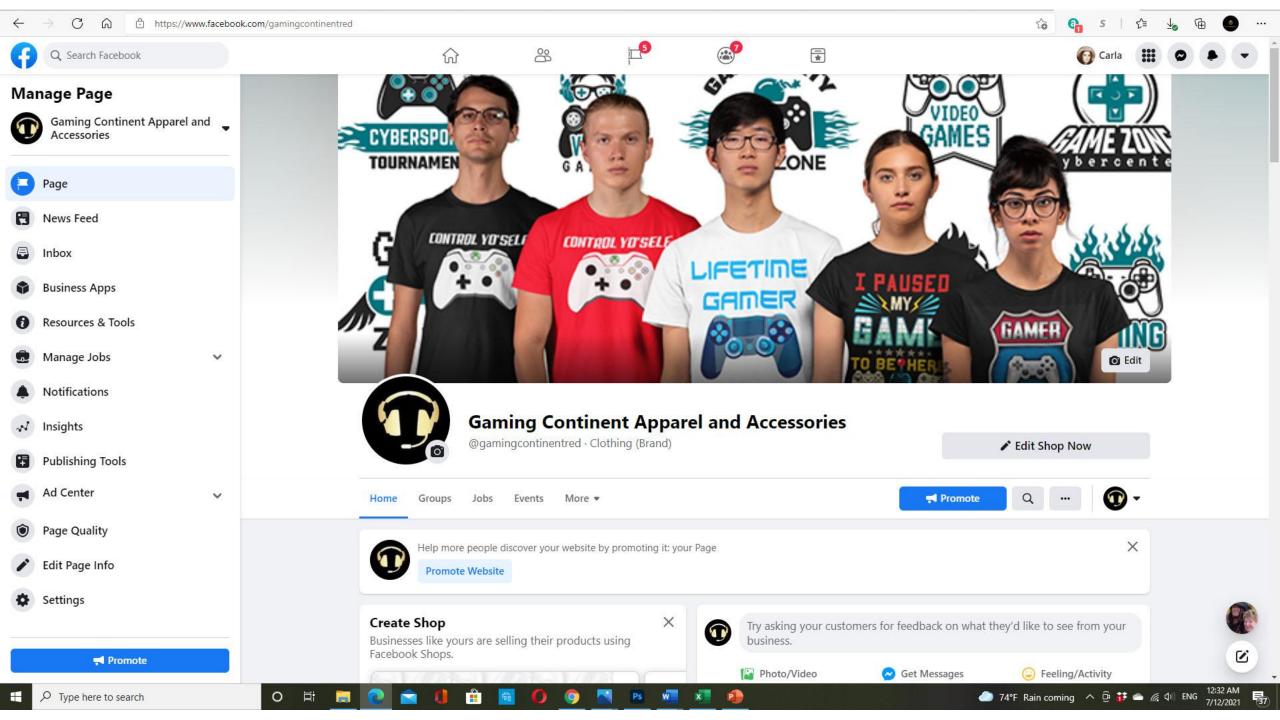
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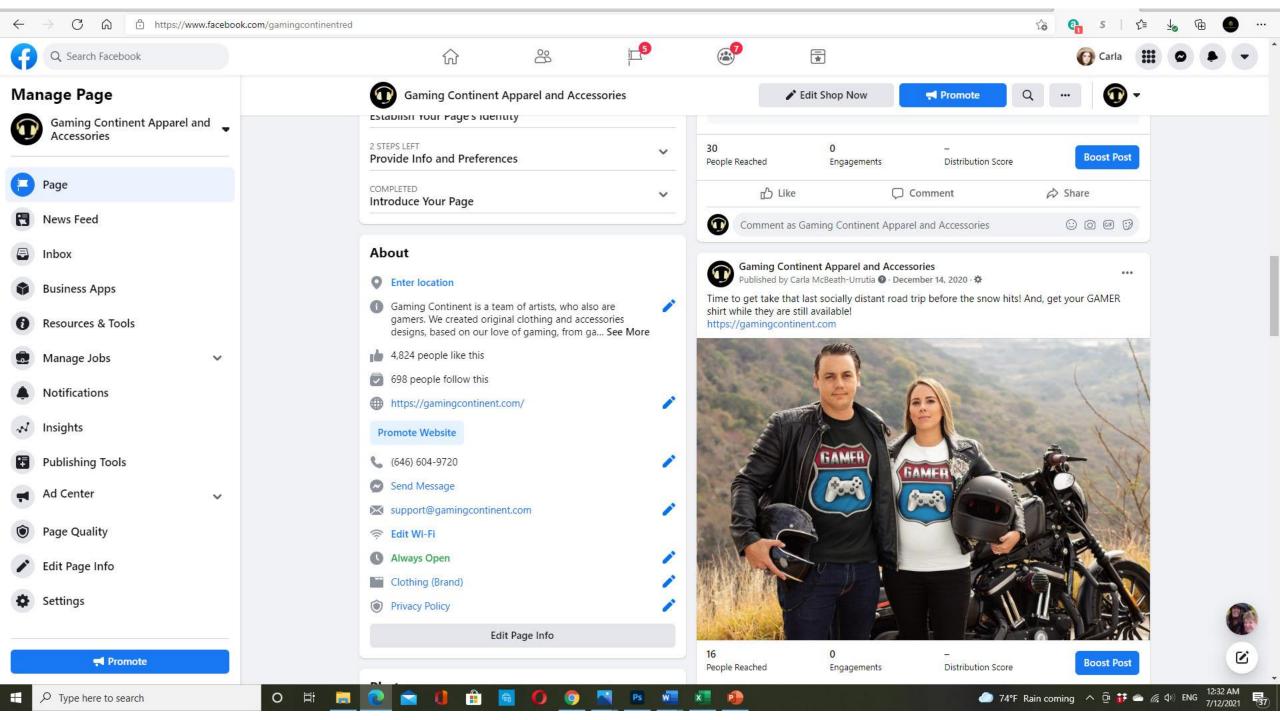


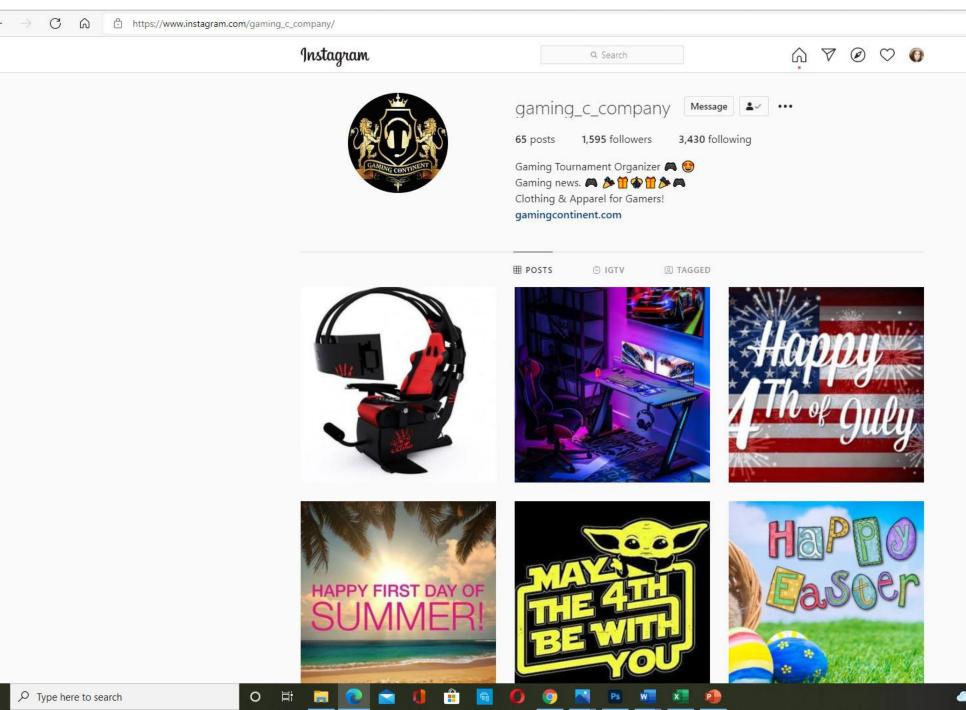












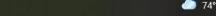
























### **BLOG POSTS FOR GAMING CONTINENT**

# This post was a review of three websites to create your own games

February 16, 2020 by Carla R. McBeath-Urrutia for the GAMING CONTINENT BLOG POSTS

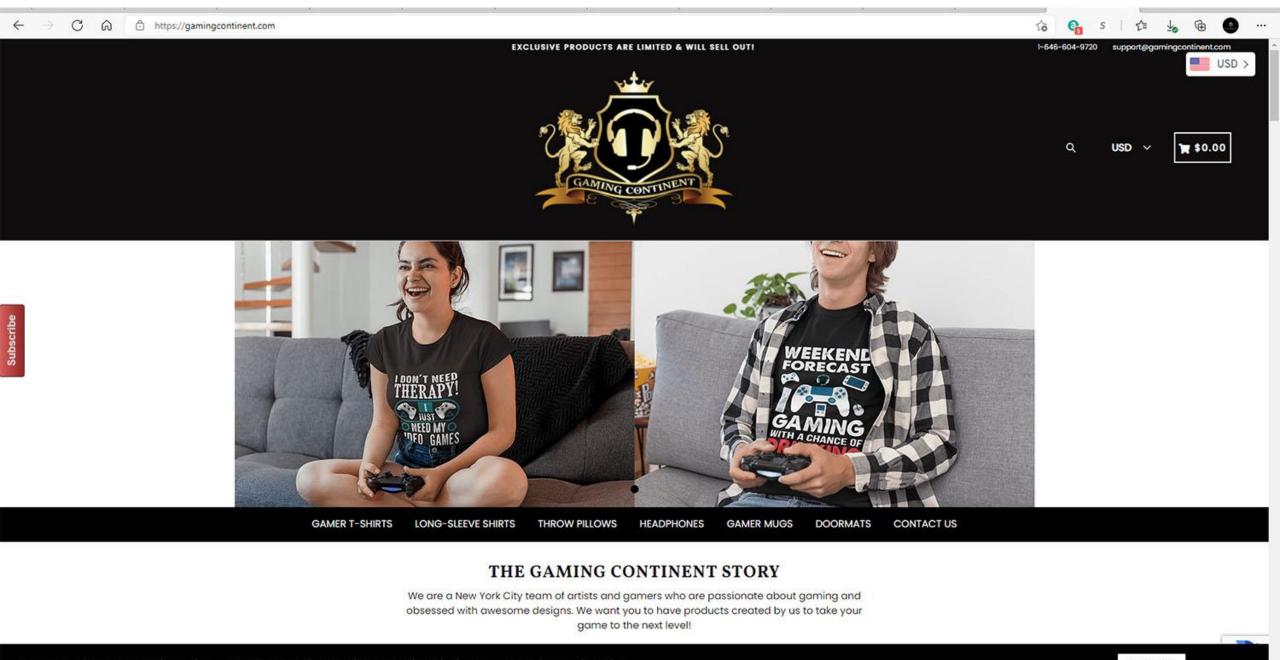
Three Websites to Create Your Own Game—No. 1: SPLODER for RETRO http://www.sploder.com/about.php Sploder is a collaborative effort resulting in an app that opens the door to play games and create games, mostly based on a Retro [think: PACMAN] model. Parents are appropriately advised that monitors are constantly on the lookout and all messaging during a game is completely transparent. A cleverly designed educational tool, Sploder looks like a fun exercise for younger children and adults who want to relax with some repetitive gameplaying, as well as try out creative ideas that have probably been on the shelf for a while. Their mission is to allow for unlimited creativity, within the Retro game platform. Players earn points, are rewarded with recognition, and a member's own creations can be played and rated by others. All the games I noted were platform-based, with different levels of play, lists of highestrated, among other tags, and tournaments. Game creators can add challenges to their games, and reward winners with points (gold coins). It was FREE, as far as I could tell. If there is a premium payment for something, it was not obvious

Three Websites to Create Your Own Game—No. 2: ADDICTING GAMES (INFINITE POSSIBILITIES)

https://www.addictinggames.com/tag/make-your-own-games.jsp Addicting Games is a website, with free subscription, where you can access all kinds of games (public domain and carefully compliant with copyright laws. (There are some look-alikes based on popular games, but they still look good, such as "Candy House", "Cube Crash 2"). There was also a category for Make Your Own Games. Here is what they say about that: "Make your Own games are games where you can bust out your artistic skills and make your own game. Draw out your own tracks or create you own car in these fun and creative games." Not having tried this yet, I did notice that graphics for all these games are way up on another level than Spolder, with a lot of great art. There are thousands of games, arranged by categories, including the games that let you make your own narrative within the framework—and too many others to list here. It is like a library for games, with a desk to sit down and write your own!

Three Websites to Create Your Own Game—No. 3: BUILD BOX—No Rookies Here!

https://www.buildbox.com/make-your-own-game/ This website looks way too complicated for the young set. But for dedicated gamers, worth checking out. A website created just for game designers—amateur and Pro! As an amateur, you can build 1 game in a free subscription, with some features not available. Their motto: "Start Building the Game of your dreams today with #nocode." The website itself is professional and complex. That is probably why the only subscription levels are FREE (1 game) and PRO (\$59.99 a month with a one-year commitment)! Easy to check this out with a free registration, email address and Adobe Flash Player. This website is for people who want their games to make it to the "Executive Suite", and there are plenty of examples— just scroll down. But if you just want to have some fun and mess around a little with some games, don't stress out with this site—the features list alone gave me a headache.



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### **GAMER MUGS**

Your mug stays with you, speaks for you and always says you are a GAMER! These mugs are exclusively designed for GAMERS!

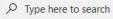
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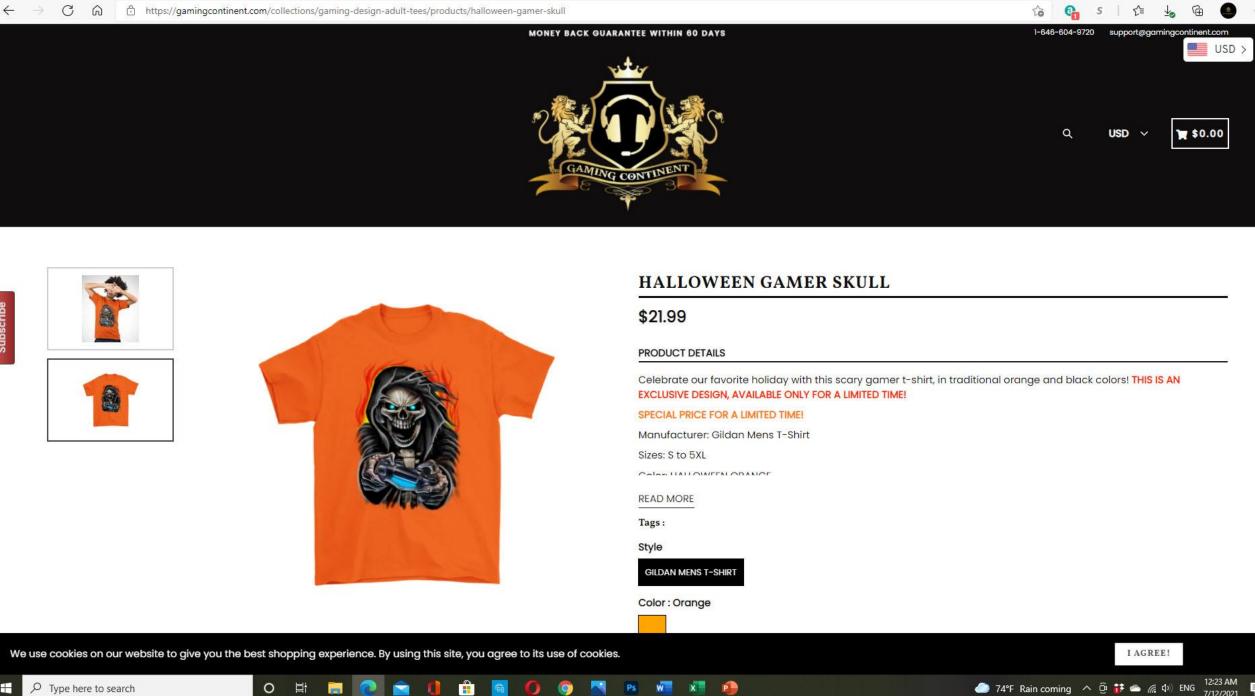












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