IAN BOUDREAU

GAMES JOURNALIST AND CONSULTANT

CONTACT	PROFILE	
+1 607 261 0440 ian.m.boudreau@gmail.com	A seasoned reporter, critic, and commentator with two decades of writing experience both in and outside the games industry. Extensive knowledge of games and the people who make them. A natural networker with contacts throughout the industry and press. Dedicated to producing quality, engaging copy that entertains	
www.ianboudreau.com	and informs. Comfortable mentoring new writers and developing their talents. A cross-disciplinary thinker who can draw from experience in the military, data analysis, liberal arts, and old-fashioned shoe leather reporting. Personable interviewer who seeks to spark conversations rather than run through a list of prewritten questions.	
902 N Market St. #1112, Wilmington, DE		
SKILLS	WORK EXPERIENCE	
	SENIOR EDITOR	
Writing and editing	ТарТар 2023 - 2024	
Criticism and reporting	Led the international team's outreach efforts to publishers, PR, and events	
Online publishing	 coordinators Produced written reviews, op-ed features, news, video scripts, video voiceovers, 	
Consulting	and edited video packages for publication on TapTap and social channels Edited colleagues' and freelancers' work and provided constructive feedback and guidance	
EDUCATION	 Sourced and prepared art assets to run with every story and review Coordinated with a geographically dispersed team with members in Shanghai, Minneapolis, Washington D.C., and Australia Attended PAX East and Summer Game Fest Play Days on behalf of TapTap 	
MA, political science		
Binghamton University	CONSULTANT Freelance 2023 - present	
2007 - 2009	Joined Magid "strike teams" of industry experts to provide build and concept	
While focused on American politics, the program's data-driven approach also included analyses of institutions, international relations, courts, and war	feedback to several triple-A game studios on upcoming releases • Produced thoroughly researched reports on competitor landscapes, market history, and the core genre benchmarks each game needed to succeed • Met with principal developers after submitting each report to make sure they had the feedback they needed to formulate next steps and to answer any	
BA, communications arts	remaining questions Traveled to Edmonton, Alberta and Stockholm, Sweden to perform on-site build	
Franciscan University	evaluations	
1998 - 2002		
Studied journalism while also completing the four-year Great Books honors	SENIOR NEWS WRITER PCGamesN 2020 - 2023	
program	Covered daily breaking gaming news through an extensive network of sources that included developers, PR professionals, gaming communities, and social	
LANGUAGES English	 Media Assisted editors with strategic plans for key games identification and coverage Attended events including PAX and GDC to produce news and strengthen working relationships between Network N, publishers, developers, and PR firms 	
	 Produced expert reviews, opinion pieces, and reported features that explored 	

complex and surprising themes across PC gaming

professionalism in all published stories

• Provided editorial feedback on colleagues' work to maintain a high standard of

French -

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\bigcirc	902 N Market St. #1112, Wilmington, DI	

EXPERTISE

- Studying and breaking down complex, specialized topics and presenting them in an engaging way for a lay audience
- Many years of experience using Google Workspace and Microsoft Office suites
- Video capture, editing, and livestreaming using tools such as Bandicam, OBS, and CapCut
- Regular panelist on the strategy gaming podcast Three Moves Ahead
- Extensive network of gaming industry contacts that include developers, press, influencers, publishers, and PR professionals
- Omnivorous games diet that includes grand strategy, RPGs, military simulations, wargames, soulslikes, sports games, and more

REFERENCES

Philip Kollar	
	+1 320 292 6725
\bowtie	philipjkollar@gmail.com
Lauren Bergin	
	+44 7933 557590
\bowtie	lauren.bergin@network-n.com

WORK EXPERIENCE

FREELANCE WRITER

2017 - 2020

- Contributed reviews, essays, and feature stories to outlets including Vice, PC Gamer, IGN, Paste, RockPaperShotgun, Wargamer, Strategy Gamer, and PCGamesN
- Covered weekend news at PCGamesN
- Filled in as editor-in-chief of Strategy Gamer, Wargamer, and Pocket Tactics when full-time staff were on leave, making sure each site continued publishing high-quality work

INTERN

Game Informer 2016

- Produced daily news stories for Game Informer's website
- Pitched and wrote several feature stories, seeking feedback from multiple Game Informer editors on each piece
- · Transcribed audio interviews
- Acted as production support for the 24-hour Extralife livestream, organizing prizes for giveaways and keeping on-air staff supplied with props and necessities

REPORTER

The Cortland Standard

2008 - 2010

- Covered the police and courts beat, which included daily visits to multiple law enforcement agencies and criminal courts in Cortland county, and developing a network of sources in each institution
- Traveled to courts across central New York to follow up on cases that originated in Cortland, including covering a murder trial in Tompkins County
- As city politics reporter, attended every city board meeting and zoning board meeting, interviewing aldermen, the mayor, and other city officials as needed
- Pitched and produced weekly longer-form enterprise features that covered topics that ranged from cat shows to the economics of organic dairy farming

PUBLIC AFFAIRS SPECIALIST

US Army and New York Army National Guard

2002-2010

- Served as editor-in-chief of the 2nd Infantry Division's command information newspaper, The Indianhead, based in Uijeongbu, Korea
- Worked in multiple leadership roles for the Fort Knox Turret, including as sports editor and layout editor
- Embedded with light and mechanized infantry, armor, artillery, and command elements to cover the full range of combined arms training exercises in South Korea and the US and provide public affairs guidance to soldiers and leaders
- Supported multiple National Guard annual training exercises by producing photographs, press releases, and newsletters that highlighted soldier careers and command goals
- Won first place in the commentary category of the Army's 2006 Maj. Gen. Keith
 L. Ware journalism competition