Elizabeth Thompson

A Self-Published Author and Narrative Game Designer
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Lizz is a Canadian creator who strives to produce quality books, games, and videos. She publishes through E.D. Publications and has recently started a studio under the name of Plantser Productions where she will be creating animated features and video games.

Lizz has been a part of the Barrie Writers' Group, since June 2015, as well as the Sudbury Writers' Guild, since October 2024.

Portfolio | Instagram | YouTube

Work Experience

Freelance Formatter – Northern Forest Publishing & By Order, Virtual

May 2025 to November 2025

Through Northern Forest Publishing, I format books using Vellum. For by-order commissions, I use Vellum or Atticus. I have some experience formatting with InDesign.
I know traditional publishing terms and techniques and implement them in my formatting style.

Freelance Writer – Fiverr, Virtual

May 2016 to January 2026

Fiverr is a website that allows creatives to take commissions for their services. I write character backstories, create story plots, format books, format game design and story bibles, as well as I review scripts and write character dialogue.
I maintain a ***4.9-star*** review average.

Academic Peer Tutor - Cambrian College, Sudbury ON

May 2023 to April 2024

During my time tutoring, I aided students by explaining Game Theory and Psychology in a way that was easy to understand, as well as I walked the students through the starting steps on how to use Blender.
I currently do provide tutoring on my own time.

Script Editor - Leaf Studio, Virtual

May 2021 to December 2022

During my time with this indie studio, I reviewed, edited, and offered structural story suggestions to the scripts for the chapters of the game Bloodlust Manor.

Script Editor - Menchere Entertainment, Virtual

February 2021 to May 2021

During my time with this indie studio, I reviewed, edited, and offered structural story suggestions to the scripts for episodes six to eleven of Unsound Mind season one. I am listed in the credits for episodes six to nine but am not credited for episodes ten and eleven. I also reviewed video footage of the first three episodes and provided feedback that was later used to create the remastered episodes.

Game/Software Testing

Atticus - A book formatting software that I started using in the Alpha phase. I provided feedback via email, asking questions and reporting issues that I found as I used the software.
Rose's Garden – An indie game that has yet to be released. I early Alpha tested Roses Garden before it went back into its revision faze. I sent bug notes and suggestions via Discord messaging as well as verbally.
Garden Paws – An indie game that has been fully released. I was a Beta tester for Garden Paws, sending issues and bugs along with screenshots and screen recordings via discord messaging.
EverDate – EverDate is a dating sim made by the creator of the comic Let's Play. I was an Alpha tester for this game, with feedback being collected though forms.

Education

Creative Book Publishing - Humber Polytechnic, Virtual

May 2025 to August 2025

In this program, students learn all facets of modern publishing, from acquisitions to sales and digital rights, before embarking on a capstone project that will give you a real taste of life in the publishing industry and applicable experience with which to launch your career.

Game Design - Cambrian College, Sudbury ON

September 2022 to April 2024

A flex diploma program that teaches the skills needed to become an entry-level game creator. A two-year diploma program, split up into four semesters, allowing students to explore game design theory, creation, application, and production as they design and develop video games, augmented reality, and virtual reality scenarios for consumer, consumption, and commercial training purposes. Graduated with a ***3.88 GPA***, thriving in courses such as *Narrative Design*, *Production*, *Sound and Music*, *Theory*, *Psychology*, *Mechanics and Prototyping*. Also was Perficient in introduction to *Programing*, *Object Oriented Programing*, *Level Design*, *Asset Creation and Implementation*, as well as *Animation*.

Creative Writing for Intermediates – Loyalist College, Virtual

September 2014 to November 2014

A course for people who have taken Creative Writing for Beginners, and/or who have work on hand, as we will be doing in-depth critiquing of stories.

Creative Writing for Beginners – Loyalist College, Virtual

May 2014 to July 2014

An online course where writers hone their skills through exercises provided by the instructor. Exercises are workshopped and critiqued by fellow participants.

Writer's Workshops Attended:

Master Class with Editor Brenda Chin
February 23, 2015-April 19, 2015
Writing Fiction Class with Editor Brenda Chin
September 22, 2015-December 8, 2015
Writing Children & Young Adults with Brian Henry
April 2, 2016

Awards

President's Honor Roll – Cambrian College
September 2022
President's Honor Roll – Cambrian College
January 2023
Dean's List – Cambrian College
September 2023
President's Honor Roll – Cambrian College
January 2024
Story and Narrative Development for Video Games – California Institute of the Arts
November 2024

Volunteer Work:

Book Release Marketing: The Cyborg Tinkerer by Meg LaTorre
August – November 2020
Cambrian College Open House
Fall 2023
High School Creative Industries at Cambrian College
November 2023
Cambrian Board Expo
April 2024
Inaugural Creative Industry Expo
April 2022

Certifications and Licenses

Unity Essentials Pathway
December 2022

Transferable Skills

- ~ Book and Document Formatting (Microsoft Word, Vellum, Atticus, InDesign)
- ~ Writer/Self-Published Author
- ~ Leadership
- ~ Sales/Publicity/Marketing
- ~ Communicate With Artists and Editors
- ~ Microsoft Excel and Word
- ~ Project Management
- ~ Research