

Ella began working in games in 2008, after graduating from university and setting up game developer Remode with fellow graduate Martin Darby. Having come from a programming and user experience design background, Ella was CEO of Remode for 6 years, building a studio of 20 people.  
  
In 2014, Ella and Martin made the decision to close Remode, to focus on building their own games. Since then Ella has split her time between her studios and providing strategic support to other developers and organisations.  
  
Ella regularly contributes to the UK games industry through her position on the UKIE board and chair of the UKIE developer group, regularly speaking at industry events and writing articles published by various games press. Over the last 5 years she has been awarded finalist in the ‘Innovator Of The Year’ category for Women In Technology Awards, named in Develop’s ‘Top 30 under 30’, been a finalist in the TIGA Awards Leadership category and twice listed in MCV's UK Top 100 Women in Games.

Her experience includes:

**Rocket Lolly Games Ltd (2015 – Present)**

Chief List Maker

**Strike GameLabs Ltd (2014 – Present)**

Commercial Director

**Ella Romanos Ltd (2014 – Present)**

Director

**Ukie – The Association for UK Interactive Entertainment (2013 – Present)**

Board Member

**Designed In Devon (2010 – Present)**

Director

**Remode (2008 – 2014)**

CEO & Co - Owner

**Explay (2010 – 2014)**

Director

**TIGA (2012 – 2013)**

Board Member

**Freelance (2007 – 2008)**

User Experience Designer and Web Developer

**Specialmoves (2006 – 2007)**

User Experience Designer and Software Developer