
CAITLIN L. CONNER

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New York, NY

Summary

Narrative designer with five years of game industry experience, and a variety of credits on over twenty published titles for PC, web, and mobile. Best known writing credits include: Dragon Mania Legends, Order and Chaos 2: Redemption, and The Blacklist: Conspiracy.

Experience

Lead Narrative Designer, Gameloft; New York, NY - September 2016 - Present

Manage the narrative design process for several concurrent original IP and branded mobile games from initial pitch through release. This includes working remotely with multiple global game development teams and a publisher to determine the narrative design model that will best fit each individual project, and then pitching original concept and writing dialogue, mission text, item text, UI text, cut scenes, and VO.

Narrative Designer, Gameloft; New York, NY - July 2015 - September 2016

Led the narrative design process for several original IP and branded mobile games, including The Blacklist: Conspiracy hidden object game.

Junior Narrative Designer, Gameloft; New York, NY - July 2014 - July 2015

Contributed to the narrative design for several original IP and branded mobile games from initial pitch through release.

Assistant Producer, Defy Media; New York, NY - July 2013 - February 2014

Assisted in the planning and production of all mobile games and apps for the Smosh brand, including the successful crowdfunding campaign for Food Battle: The Game.

Production Manager, Next Island; New York, NY - April 2011 - July 2012

Coordinated resources and development schedules between local and remote development teams to produce bi-monthly content updates for the MMORPG. Also contributed writing to the game blog, and several in-game missions.

Education

Earlham College, Richmond, IN — English, 2006 - 2010

Additional Skills

Quality assurance testing, community management, blogging, and creative problem solving.