

Profile

6 years of video game industry experience, with 3.5 years focused on Narrative Design for free-to-play mobile games. Adept at both narrative design and project management. Credits on 24 published games.

Key Experience

Gameloft, New York, NY

Narrative Producer (March 2017 - Present)

Lead Narrative Designer (September 2016 - March 2017)

Narrative Designer (July 2015 - September 2016)

Junior Narrative Designer (July 2014 - July 2015)

- Manage a team of five Narrative Designers who collaborate on all narrative design work for the global company, including pitching new content, drafting scripts, revising UI text, and creating voice over scripts
- Act as Narrative Design Lead on several high-profile projects for the company, including Paddington Run, Dragon Mania Legends, and The Blacklist: Conspiracy
- Reorganized production processes for the Narrative Design Team to make it a more collaborative environment, increasing efficiency across the team as writers are more able to share workload

Defy Media, New York, NY

Assistant Producer (July 2013 - February 2014)

- Assisted in the production of all games and apps for the Smosh Brand, at the time the #1 channel on YouTube
- Helped successfully crowdfund Food Battle: The Game

Fantage.com, New York, NY

Quality Assurance and Community Management (April 2013 - July 2013)

- Rigorously tested and documented content release issues, ensuring bugs were resolved before the weekly content launch
- Interacted with players in-game as a representative of the company, helping to answer questions and gather feedback on the latest content releases
- Created a report detailing issues in-game with player bullying behavior, and presented to management with resolution suggestions

ZWorkbench, New York, NY

Freelance Quality Assurance Tester (March 2013 - July 2013)

- Created detailed test plans for updates of QatQi, a word game for mobile
- Thoroughly manually tested all updates and documented bugs found

AppAbove Games, New York, NY

Freelance Quality Assurance Tester (December 2012 - July 2013)

- Created detailed test plans for updates of Chip Chain, a poker-themed puzzle game for mobile
- Thoroughly manually tested all updates and documented bugs found

Next Island, New York, NY

Production Manager (April 2011 - July 2012)

- Managed production of bi-monthly content releases for a science fiction MMORPG, including coordinating schedules and resources between the local design team and remote development team
- Created narratively-rich guides and walkthroughs for the company website to aid new players in navigating the game
- Wrote and edited in-game mission text for several original characters

Merscom LLC., Durham, NC

Quality Assurance Tester Internship (June 2009 - August 2009)

Quality Assurance Tester Internship (June 2008 - August 2008)

- Manually tested and provided feedback for 9 published games
- Stepped up to act as a writer on The Mystery of the Mary Celeste when the company wasn't satisfied with the original commissioned game script

Other Experience

AlleyWatch, New York, NY

Associate Editor (October 2012 - April 2013)

- Helped to successfully launch a popular website focused on New York City startup culture
- Contributed original articles on gaming and women-in-tech
- Encouraged several prominent bloggers to contribute their writing to the website

Notable Video Game Credits

Paddington Run - Narrative Designer

City Mania: Town Building Game - Narrative Designer

The Blacklist: Conspiracy - Narrative Designer

Little Big City: 2 - Narrative Designer

Order and Chaos 2 - Writer

Dragon Mania Legends - Writer