

## *Profile*

6 years of video game industry experience, with 3.5 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 four other 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

### **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