

Profile

Game Designer and Writer with a background in free-to-play mobile game development and live services. Skilled at producing branded game content in a wide range of tones and styles authentic to brand voice.

Key Experience

Zynga, Austin, TX

Senior Game Designer - Star Wars: Hunters (May 2021 - Present)

- Narrative Design for the project
- Writing VO scripts
- Creating seasonal content plans
- Setting design criteria for cosmetics

Electronic Arts, Austin, TX

Maxis

Game Designer - The Sims 4 (September 2020 - May 2021)

- Designing content for Sims 4 updates
- Debugging software via internal tools

Game Designer - Unannounced Project (June 2019 - September 2020)

- Designed and documented systems for an unannounced project
- Led a feature prototyping team that built numerous playable demos in Unreal 4
- Learned the Unreal Blueprints system and focused on designing and implementing NPC behavior directly into software using behavior trees

Red Crow

Game Designer - Unannounced Project (December 2018 - June 2019)

- Narrative designer on an unannounced mobile game
- Prototyped a mission system in Twine to demonstrate how missions could be built to be reusable

Game Designer - The Simpsons: Tapped Out (February 2018 - December 2018)

- Product owner for the Christmas 2018 update, A Simpsons Christmas Special, and the mini-events Poochie's Dog Dayz and A Classless Reunion
- Designer of the TSTO multi-event structure, a new event type introduced with A Simpsons Christmas Special that has since been used for every subsequent update

Caitlin L. Conner

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Gameloft, New York, NY

Narrative Producer (March 2017 - February 2018)

Lead Narrative Designer (September 2016 - March 2017)

Narrative Designer (July 2015 - September 2016)

Junior Narrative Designer (July 2014 - July 2015)

- Managed a team of four Narrative Designers who collaborated on all narrative design work for the global company, including pitching new content, drafting scripts, revising UI text, and creating VO scripts
- Acted 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 were more able to share workload