

I'm a creative, fast-learning writer with 5+ years' experience in narrative, scripts, dialogue and copy.

Game narrative - how it takes players on a personal emotional journey - has always enraptured me. For 2 years I've created narrative arcs, developed characters and written dialogue for a mobile game of 7 million MAU. Here's a [Twine story I made with branching dialogue](#), and [here's my full portfolio](#).

Key skills:

- *Writing ability:* I've been writing professionally for years. I know how to summon the desired emotion in my audience, communicate information clearly, and keep to deadlines.
- *Narrative understanding:* My love of stories means I'm always learning more about telling them. I cherish the challenge of building a narrative structure that supports the rest of the project.
- *Analytical yet creative:* I'm used to generating new and exciting ideas quickly, while also thinking critically about their relative strengths and how they support larger goals.
- *Useful communication:* I listen carefully, ask lots of questions, and take meticulous notes. This is vital for me to do my job properly and make sure nothing slips through the cracks.
- Proficient with Twine and ink. Basic ability in Unity, HTML, CSS, Javascript and Python.

Experience:

April 2018 – Present *Copywriter and Narrative Designer at Lockwood Publishing*

I create narrative arcs, develop characters and write dialogue for monthly LiveOps events in Avakin Life, a 3D virtual world popular globally. This involves understanding our audience and crafting exciting, fulfilling narratives experienced by 7+ million players each month. I also write tutorials, UI text, promo copy, patch notes and app store copy, and have created Tone of Voice documents.

March 2015 – April 2018 *Video and Content Specialist at Skeleton Productions*

At this video agency I worked as a copywriter and scriptwriter. My main role was to craft succinct yet emotive scripts for our clients within time and budget constraints. Thanks to this experience I'm great at finding compromise, testing new approaches and never being precious about the first draft.

Nov 2014 – March 2015 *Senior Contributor at Pixel Dynamo*

Pixel Dynamo is a popular gaming site where I wrote weekly news stories and articles. I sourced, researched and wrote news stories, as well longer-form articles which I pitched and developed.

Aug 2014 – March 2015 *Copywriter and Editor at Woodside Management Services*

In this role I was responsible for the production and editing of two monthly journals. I also managed and wrote for multiple blogs, websites and brochures, all while supervising a junior copywriter.

Education:

2011 – 2014 *University of Nottingham*

BA (Jt Hons) English and Philosophy

1st class