

I'm a dedicated, passionate, decisive narrative designer with 5+ years' experience writing and designing for games – from AAA to mobile.

In that time I've led development on full narrative visions, created exciting storylines from scratch, written compelling dialogue for a multitude of characters, and collaborated with other disciplines to create meaningful stories told through gameplay as much as narrative. [Here's my portfolio.](#)

Key Skills:

- *Narrative expertise:* Stories are intricate puzzles. I cherish the challenge of building a narrative with complex characters, powerful conflict and intriguing lore to support 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.
- *Knack for collaboration:* Game dev is a collaborative process. I'm adept at working alongside colleagues to find valuable compromises that lead to stronger game pillars and unique IP.
- *True communication:* I listen carefully, talk clearly, ask lots of questions, and am meticulous in organising and documenting decisions. This is vital to ensure nothing slips through the cracks.
- Proficient with Unreal Engine 4, Unity, Twine, ink, Perforce, Jira, Hansoft, Final Draft.

Experience:

Oct 2020 – Present *Narrative Designer at Deep Silver Dambuster Studios*

I'm currently working on upcoming AAA action RPG title Dead Island 2. I have crafted narratives for side quests, developed unique voices for characters, written reams of dialogue in our pulpy horror-comedy tone and worked in-editor to ensure NPCs speak, emote and act as intended. **[Under NDA]**

April 2018 – Oct 2020 *Copywriter and Narrative Designer at Lockwood Publishing*

I created narrative arcs, developed characters and wrote dialogue for monthly LiveOps events in Avakin Life, a 3D virtual world popular globally. This involved understanding our audience and crafting exciting, fulfilling narratives experienced by 7+ million players each month. I also wrote tutorials, UI text, patch notes & promotional app store copy, and 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.

Education:

2011 – 2014 *University of Nottingham*
BA (Jt Hons) English and Philosophy

1st class