

## SKILLS

- Prose and dialogue
- Branching narratives
- Narrative design toolkits
- Localization tools
- Character bios
- Design documents
- Research and interviews
- World building
- Experienced programmer

## TOOLS



## PUBLICATIONS

“The Witch and the Dead” – Wattpad, 2020

“Baking with Betsy” – Emerge 18, 2018

“Choices Don’t Matter: At Least, The Good Ones Don’t” – First Person Scholar, 2017

## INTERESTS

Fiction, tabletop roleplaying, LARPs, community organizing, and reading big history books.

## WORK EXPERIENCE

### SCENARIO WORLD • WRITER, DESIGNER • APRIL 2019 – PRESENT

Wrote and designed a number of small, independent story games including Sense of Harmony (10<sup>th</sup> place, 2020 Interactive Fiction Competition) and OverTaxed (2020 WordPlay commission).

- Wrote dialogue and prose.
- Created character and location bios.
- Conducted character research interviews to ensure any complicated subject matter was depicted both sensitively and accurately.
- Worked with both artists and musicians, communicating story goals and soliciting their creative input.
- Iterated based feedback from both copy and sensitivity editors.
- Designed custom gameplay and interfaces.
- Wrote pitches, design documents, and copy for game pages.

### NEXT LEVEL GAMES • PROGRAMMER/WRITER • 2016 – 2019

Employed primarily as a programmer, I also volunteered with the game’s writing team during the production of Luigi’s Mansion 3.

- Collaborated with artists, animators, and designers to brainstorm character personalities.
- Wrote humorous character briefs and personality diamonds used by the rest of the team.
- Drafted character dialogue using Nintendo’s localization toolkit (most notably for the Director ghost, “Morty”).
- Worked with level designers to ensure dialogue was entertaining while still communicating the necessary hints and objectives to the player.

### IT’S YOU: A BREAKUP STORY • LEAD WRITER • JAN 2017 – AUG 2018

An independently produced game about breaking up with your terrible boyfriend. Rated Positive on Steam.

- Wrote over ten thousand words of dialogue spread over two thousand cues.
- Wrote the character brief for the voice actor and directed him during his performance.
- Acted as team lead for an artist, a musician, and two other writers.
- Designed a topic-based dialogue system that allowed the character to drift naturally between topics and escalate based on the player’s actions.
- Wrote all the game’s copy for Steam, Itch, and the Press Release.

## **EDUCATION**

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**WRITER'S STUDIO CERTIFICATE • 2018 • SIMON FRASER UNIVERSITY**

Speculative fiction workshop group. Studied under Canadian science-fiction author Hiromi Goto. Edited stories by peers.

**BACHELORS IN COMPUTER SCIENCE • 2015 • UNIVERSITY OF WATERLOO**

Minor in English Language and Literature.