

Game Writer | Narrative Designer

Specializes in lore, character development, in-game dialog and designing mechanics that create cohesion between storytelling and player experience. Brings an enthusiastic, detail-oriented mindset to projects that enables high adaptability to change without sacrificing quality or depth. This, paired with skill in-engine and a collaboration-forward approach to cross-functional work, contributes to being a highly effective teammate who can get in the trenches of implementation, fostering healthy distribution of work and accelerated timelines to launch.

Areas of Expertise

Game Writing | Narrative Design | Design Documentation | Cross-functional Collaboration | Game Design | Strategic Communication | Pitch Development | Strategic Planning | Agile | Design Thinking | Budget & Resource Management | Unity | Yarnspinner

Industry Experience

Associate Narrative Designer – Unannounced Game | Full Mithril Jacket, New York, NY

2025

Supported the narrative team in developing story arcs, dialogue, and characters while coordinating across departments to integrate narrative into gameplay.

- **Narrative Development:** Assisted in creating dialogue, characters, and world-building reference materials.
- **Editing & Proofing:** Reviewed and refined narrative content for consistency and quality.
- **Cross-Functional Collaboration:** Coordinated with writers, designers, and developers to align story with gameplay.
- **Project Coordination:** Organized narrative tasks, tracked deadlines, and maintained story documentation.

Game Writer/Narrative Designer – Action RPG | Packrunner Games, New York, NY

2024-2025

Collaborated across disciplines to pitch a compelling game concept, develop rich lore, and integrate narrative with design, ultimately helping our team advance to the final round of applicants in an incubator program.

- **Concept Pitching:** Pitched ideas for lore, story arcs and gameplay to other departments, writers and narrative designers.
- **Narrative Collaboration:** Partnered with game design, art and audio to realize themes, ensure narrative consistency and drive development of mechanics.
- **Characters and Lore:** Documented worldbuilding and lore to create an immersive, engaging world.
- **Incubator Pitching:** Worked with all departments to develop a compelling pitch to receive coaching and mentoring from an incubator program, which propelled the team to the final round of applicants.

Game Writer/Game Designer – Crafting Shop Management | Indie Project, New York, NY

2024

Designed gameplay mechanics, wrote character dialogue and backstories, and implemented scripts in-engine using Yarnspinner for Unity to bring a cozy crafting game to life as part of a bootcamp simulating creation of an indie studio.

- **Mechanic Design:** Collaborated with other writers and designers to develop gameplay mechanics in alignment with cozy crafting themes.
- **Characters and Dialogue:** Wrote backgrounds, character personalities and in-game dialogue to authentically bring the characters to life.
- **In-Engine Implementation:** Utilizing Yarnspinner for Unity, I compiled and troubleshooted scripts to deliver dialogue in-game.

Game Writer – Narrative RPG | Indie Project, New York, NY

2024

Crafted branching dialogue, developed rich characters and lore, and collaborated across disciplines to align storytelling with gameplay, shaping a compelling full-game narrative experience over four days with a 42-person team for Ludum Dare.

- **Branching Dialogue:** Wrote dialogue and designed branching for the post-fight conversation with final boss, resulting in two possible endings and four philosophically driven choices over 46 nodes of dialogue.
- **Character Development:** Wrote character backstories to support development of deep narrative experience.
- **Worldbuilding:** Crafted immersive world with cohesive lore and themes.
- **Story Crafting:** Collaborated with other writers to create the main story arc with a clear, engaging progression.
- **Narrative Design:** Partnered with designers to align mechanics with storytelling, including an alignment system.
- **Creative Leadership:** Contributed to brainstorming and refined project vision collaboratively with Creative Director, Design and Production Leads.

Game Writer/Narrative Designer – Strategy/3x3 Tactics | Indie Project, New York, NY

2024

Developed rich backstory, factions, story arcs, and narrative mechanics while collaborating across disciplines to create an immersive and engaging player experience.

- **Lore and Story:** Created lore, backstory, factions, themes and main story arc.
- **Narrative Design:** Partnered with designers to ensure cohesion between mechanics and lore.
- **Mechanic Design:** Developed mechanics for narrative events and tutorialization.
- **Dialogue and Tutorialization:** Wrote dialogue for opening cutscene, tutorial, triggered dialogue and narrative events.
- **Cross-Department Teamwork:** Collaborated cross-functionally with other verticals to develop vision.

Additional Experience

Multiple Positions, Consulting and Experience Design | New York, NY and Washington, DC

2011 to Present

Across Government, Consulting and Finance, designed customer-focused digital experiences, built team capabilities through strategic frameworks, and led Agile, Design Thinking-driven initiatives to optimize customer experiences and improve operational effectiveness.

- **Strategic Design:** Crafted customer-focused digital experiences by aligning business objectives with user needs through strategic planning and design thinking methodologies.
- **Capability Building:** Advanced team capabilities by implementing frameworks, refining research practices, and fostering a culture of knowledge sharing and innovation.
- **Insight-Driven Strategy:** Delivered actionable insights by synthesizing research findings and facilitating workshops that informed strategies and optimized customer journeys.
- **Agile Project Management:** Led multidisciplinary teams to execute complex projects, leveraging Agile methodologies to ensure timely, high-quality outcomes.

Affiliations

Member, International Game Developers Association (IGDA), 2025-Present

Student Alumni, Indie Game Academy, 2024-Present

Administrator, New York Anjunafamily (Dance Music Facebook Community), 2019-Present

Education

Virginia Tech, Bachelor of Arts in Communications, Cum Laude | Minor in Leadership and Social Change

Indie Game Academy (IGA)

Level 3 Graduate

Game Writing, Narrative Design // IGA Level 3 Certification of Graduation Certificate

Level 2 Graduate

Game Design, Game Programming // IGA Level 2 Certification of Graduation Certificate

Level 1 Graduate

Game Design, Game Programming, Narrative Design, Game Writing // IGA Level 1 Certification of Graduation Certificate

edX

University of British Columbia VGWR104: Worldbuilding for Video Games

University of British Columbia VGWR103: Writing Video Game Scenes and Dialogue

University of British Columbia VGWR102: Writing Video Game Characters

University of British Columbia VGWR101: Video Game Writing Essentials

Rochester Institute of Technology GAME101x: Video Game Design History

Lynda.com

Foundations of Programming Fundamentals